

FOR USE WITH

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ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

THE RULE BOOK OF SPELL MECHANICS



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:
ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.

SPELL CASTING

The casting of spells during the course of an adventure will be discussed at length hereafter in the section of this book which deals with all aspects of an expedition into underground or outdoors settings.

Each character able to cast spells can remember only a certain number at any given level. (This number can be modified by magical means.) Once a spell is cast, that particular spell is wiped from the mind, forgotten, but another spell of the same type can still be remembered, i.e. the spell caster can have several of the same spell memorized and prepared for, within the number limits for his or her particular class and level.

Most spells can be cast during the course of a single melee round, although some — particularly high level ones — require more time. Casting a spell requires certain actions, and if these are interrupted, the spell cannot be cast and it is lost from memory. A good example of this is a magic-user about to cast a *fireball* spell being struck by an arrow when in the midst of the spell. Magical silence or physical gagging will prevent verbal (V) spell completion. Magical immobility prevents any spell casting. Physical restraint, including grappling, grasping, binding, etc. prevents proper somatic (S) spell completion, for gestures must be exact and movements free and as prescribed. Despite these restrictions, there is no doubt that spells in general are potent offensive and defensive weapons, providing the caster does not hesitate, i.e. he or she must know which spell is being cast when the melee round begins.

As each spell is cast, it is crossed off the character's list of spells memorized for that particular expedition. The same is true for any material components which are required for the spell cast; the component(s) must be ready and then crossed off as expended.

The casting of spells, clerical and magical, is a very important aspect of play. Most spells have a verbal component, and so must be uttered. Most spells also have a somatic (movement of the caster's body, such as gesturing) component. Some spells have a third component, that of material.

Clerical spells, including the druidic, are bestowed by the gods, so that the cleric need but pray for a few hours and the desired verbal and somatic spell components will be placed properly in his or her mind. First, second, third, and even fourth level spells are granted to the cleric through meditation and devout prayer. This spell giving is accomplished by the lesser servants of the cleric's deity. Fifth, sixth, and seventh level spells can be given to the cleric ONLY by the cleric's deity directly, not through some intermediary source. Note that the cleric might well be judged by his or her deity at such time, as the cleric must supplicate the deity for the granting of these spells. While the deity may grant such spells full willingly, a deed, or sacrifice, atonement or abasement may be required. The deity might also ignore a specific spell request and give the cleric some other spell (or none at all). Your Dungeon Master will handle this considering a cleric's alignment and faithfulness to it and his or her deity. Note that some cleric spells (and all druid spells) also require material ingredients in order for the desired effect to take place. Such components must be supplied by the cleric (or druid), as material is not bestowed.

Magical spells, those of the magic-user and illusionist, are not bestowed by any supernatural force. Rather, the magic-user (or illusionist) must memorize each spell, verbal and somatic components, and supply himself or herself with any required materials as well. Such memorization requires the character to consult his or her spell books in order to impress the potent, mystical spell formulae upon the mind. Additional items for the material component must then be acquired, if necessary.

Spells of any sort must therefore be selected prior to setting out on an adventure, for memorization requires considerable time. (Your Dungeon Master will inform you fully as to what state of refreshment the mind of a spell caster must be in, as well as the time required to memorize a given spell.) As a rule of thumb, allow 15 minutes of game time for memorization of one spell level, i.e. a 1st level spell or half of a 2nd level spell. Such activity requires a mind rested by a good sleep and nourished by the body.

Once cast, a spell is totally forgotten. Gone. The mystical symbols impressed upon the brain carry power, and speaking the spell discharges this power, draining all memory of the spell used. This does not preclude multiple memorization of the same spell, but it does preclude multiple use of a single spell memorized but once. When a spell caster shoots his or her spell-bolt, so to speak, it is gone.

All magic and cleric spells are similar in that the word sounds, when combined into whatever patterns are applicable, are charged with energy from the Positive or Negative Material Plane. When uttered, these sounds cause the release of this energy, which in turn triggers a set reaction. The release of the energy contained in these words is what causes the spell to be forgotten or the writing to disappear from the surface upon which it is written.

The triggering action draws power from some plane of the multiverse. Whether the spell is an abjuration, conjuration, alteration, enchantment, or whatever, there is a flow of energy — first from the spell caster, then from some plane to the area magicked or enspelled by the caster. The energy flow is not from the caster per se, it is from the utterance of the sounds, each of which is charged with energy which is loosed when the proper formula and/or ritual is completed with their utterance. This power then taps the desired plane (whether or not the spell user has any idea of what or where it is) to cause the spell to function. It is much like plugging in a heater; the electrical outlet does not hold all of the electrical energy to cause the heater to function, but the wires leading from it, ultimately to the power station, bring the electricity to the desired location.

Many spells also require somatic motions in conjunction with words. The spoken words trigger the release of the magical energy, and the hand movements are usually required in order to control and specify the direction, target, area, etc., of the spell effects. When spell energy is released, it usually flows to the Prime Material from the Positive or Negative Material Plane. To replace it, something must flow back in reverse. The dissolution and destruction of material components provides the energy that balances out this flow, through the principle of similarity. Sometimes this destruction is very slow, as is the case with druids' mistletoe. Those spells without apparent material components are actually utilizing the air exhaled by the magic-user in the utterance of the spell.

Release of word/sound-stored energy is not particularly debilitating to the spell caster, as he or she has gathered this energy over a course of time prior to the loosing of the power. It comes from outside the spell caster, not from his or her own vital essence. The power to activate even a first level spell would leave a spell caster weak and shaking if it were drawn from his or her personal energy, and a third level spell would most certainly totally drain the caster's body of life!

Because spells tap power from other planes, any improper casting is likely to cause the spell not to function (the heater is turned on, but you haven't plugged it in, or you've plugged it in but not turned it on) or to malfunction (you held onto the prongs of the plug when you tapped the current, or you accidentally dropped the heater as you were plugging it in, or perhaps you plugged in some other appliance or device by mistake). Such happenings are covered in the various chances for spell malfunction. If your players inquire as to how spells work, or fail to do so, you can explain, without difficulty, the precepts of the AD&D magic spell systems. (For background reading you can direct campaign participants to Vance's **THE EYES OF THE OVERWORLD** and **THE DYING EARTH** as well as to Bellair's **THE FACE IN THE FROST**.)

Scroll Spells: Use of scroll spells is similar to the casting of normal (memorized) spells. They too disappear when read off the scroll, for their magical properties and energies are bound up in the characters, runes, signs, sigils, and words written for the particular spell. Being written, the scroll spell requires no somatic or material components. The time required to cast (read) a scroll spell is exactly that shown for the memorized spell. Of course, this assumes the scroll is in hand and ready to read. In general, scroll spells will be 12th level as regards range and duration and area of effect. Notable variations occur in projectile attack spells (*magic missile*, *fireball*, *lightning bolt*) which have variable strength. Other information regarding scroll spells will be given by your Dungeon Master as the need arises.

DAY-TO-DAY ACQUISITION OF CLERIC SPELLS

It is well known to all experienced players that clerics, unlike magic-users, have their spells bestowed upon them by their respective deities. By meditation and prayer the clerics receive the specially empowered words which form the various spells possible for them — although as with the spells of magic-users, the utterance of any given set of key sounds not only causes the desired spell to take effect, but it likewise wipes the memory of the sounds from the mind of the utterer, as each set of sounds is an energy trigger (see **SPELL CASTING**). Of utmost importance, then, is the relationship between cleric and deity.

Each cleric must have his or her own deity, so when a new player opts to become a cleric (including a druid), you must inform them as to which deities exist in your campaign milieu and allow the individual to select which one of them he or she will serve. This will not necessarily establish the alignment of the cleric, so at the same time the cleric player character should also state his or her ethos (not necessarily to the other players). It is then assumed that prior to becoming a first level cleric, the player character received a course of instruction, served a novitiate, and has thoroughly read and committed to memory the teachings of and prayers to his or her chosen deity, so that the character is dedicated to this deity and is able to perform as a cleric thereof. *It is this background which enables the cleric character to use first level spells.*

Furthermore, continued service and activity on behalf of the player character's deity empower him or her to use second level spells as well, but thereafter another agency must be called upon.

Cleric spells of third, fourth, and fifth level are obtained through the aid of supernatural servants of the cleric's deity. That is, through meditation and prayer, the cleric's needs are understood and the proper spells are given to him or her by the minions of the deity.

Cleric spells of sixth and seventh level are granted by direct communication from the deity itself. There is no intermediary in this case, and the cleric has a direct channel to the deity, from whom he or she receives the special power to cast the given spells of these levels.

Lesser clerics, then, draw only upon their education, training, and experience to gain spells, just as higher clerics do when they renew their first and second level spells. In order to gain third, fourth, and fifth level spells, however, higher clerics must reach intermediaries of their respective deities in order to have these powers bestowed upon them from the plane of their deity. When clerics become very great, they must petition their deity personally in order to receive the powerful words which enable the casting of sixth and seventh level cleric spells. It is obvious, therefore, that clerics wishing to use third or higher level spells must be in good standing.

If they have not been faithful to their teachings, followed the aims of their deity, contributed freely to the cause, and otherwise acted according to the tenets of their faith, it becomes unlikely that they will receive intermediary aid unless they make proper atonement and sacrifice. There can be no question that such clerics must be absolutely exemplary in their activities, expressions, and attitudes if they dare to contact their deity directly!

In the former case, where the unfaithful cleric desires third through fifth level spells, the minions (angels, demi-gods, or whatever) will be likely to require the cleric to spend 2-8 days in prayer, fasting, and contemplation of his or her transgressions, making whatever sacrifices and atonement are necessary thereafter, before freely granting those powers once again. Sacrifice and atonement will probably be left to the discretion of the cleric, and it is possible that the minions of the deity will empower him or her with spells to complete these steps, but the cleric had better do the correct thing, or face the consequences.

In the latter case, where the unfaithful cleric desires spells above the fifth level, the deity is certainly going to be highly displeased and absolute. The deity (you, the DM) will point out all of the transgressions, state a course of action which must be followed to regain good graces, grant the spells which the deity deems are necessary to complete the course (but never in excess of those which the cleric could normally use!), and pronounce anathema upon the cleric until satisfactory redemption has been made — i.e., the cleric can not again call upon any help from his or her deity, or its minions, until he or she has regained favor through a course prescribed by the deity.

A cleric who, at this or any juncture, changes deities is going to have a difficult time. His or her former deity will mark the cleric. The new deity (and associated minions) will be suspicious. Once a cleric changes deities, he or she must thereafter be absolutely true to the new calling, or he or she will be snuffed out by some godlike means. It is 90% unlikely that the cleric's first deity will accept him or her back into the fold after falling away, unless some special redemptive agency is involved. There is no salvation for a thrice-changed cleric; he or she is instantly killed. Any change of alignment which causes such a deity change is applicable, unless the change is involuntary. (See **CHANGING ALIGNMENT**.)

Note that the above applies to paladins with respect to their clerical spell powers and to rangers with respect to their druidic clerical spell powers.

ACQUISITION OF CANTRIPS, MAGIC-USERS

The number and types of cantrips known and recorded is determined by random use of the tables on page 31 of this volume. The exception is the table of *useful* cantrips — those which are employed to make apprenticeship less wearisome. An apprentice has one *useful* cantrip for each point of intelligence, and is allowed free choice from the list of 20 offered. For the other five categories of magic-user cantrips, the number which may be known (selected at random) is as follows: *reversed*, 2-8; *legerdemain*, 2-5; *person-affecting*, 2-8; *personal*, 2-8; and *haunting-sound*, 2-5.

It is possible that an apprentice will have developed other cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

ACQUISITION OF MAGIC-USER SPELLS

Inform those players who have opted for the magic-user profession that they have just completed a course of apprenticeship with a master who was of unthinkably high level (at least 6th!). Having been a relatively apt pupil, worked diligently, and made every effort to please, master (or mistress, as the case may be) was kind enough to prepare a special present for the character before he or she goes out into the world to seek his or her fortune. At this juncture request the player to ready a piece of paper which will go into his or her records as a permanent fixture. Instruct the player to entitle the page "FIRST LEVEL SPELLS KNOWN".

While the intelligence of the player character will dictate how many and which spells can be and are known, this knowledge is not automatic. Each and every spell, except those which "master" was generous enough to bestow upon the character, must be found somewhere and recorded in the character's spell books. Thus, if Redoulement the Prestidigitator, intelligence 15, has a repertoire of 7 spells and finds a scroll with yet another, there is a 65% chance that the spell can be understood by that worthy. If, in fact, it can be comprehended, Redoulement must then record the spell in his book (thus destroying that portion of the scroll, of course), and he is now the proud possessor of 8 first level spells — just 3 short of the maximum he'll be able to know.

Returning to the recently-completed apprenticeship, let us now consider the spells given to Redoulement by his wise old master. Obviously, an apprentice must know how to read magic to be of use to his master. It is also an absolute must to anyone following the profession of magic-user, so that spell is AUTOMATICALLY on each magic-user character's list of known spells. Then select by random means one spell each from the offensive, defensive, and miscellaneous categories listed below. Redoulement, or any other player character magic-user will then have a total of 4 — count them — 4 spells with which to seek his (or her) fortune!

Offensive Spells	Defensive Spells	Misc. Spells
1. Burning Hands	Affect Normal Fires	Comprehend Languages
2. Charm Person	Dancing lights	Detect Magic
3. Enlarge	Feather Fall	Erase
4. Friends	Hold Portal	Find Familiar
5. Light	Jump	Identify
6. Magic Missile	Protection From Evil	Mending
7. Push	Shield	Message
8. Shocking Grasp	Spider Climb	Unseen Servant
9. Sleep	Ventriloquism	Write
0. (choose)	(choose)	(choose)

Choice should be left to the player. Note that both Nystul's Magic Aura and Tenser's Floating Disc must be located by the character; they can never be known at the start. If your campaign is particularly difficult, you may wish to allow choice automatically. You can furthermore allow an extra defensive or miscellaneous spell, so that the character begins with 5 spells.

ACQUISITION OF CANTRIPS, ILLUSIONISTS

Illusionists have available to them all of the cantrips that can be learned and employed by regular magic-users, although an illusionist's capacity for such minor magics is different in each category from that of a regular magic-user (see the list that follows). In addition, illusionists can learn and employ from 5-8 *minor illusion* cantrips, none of which are available to regular magic-users. Except where otherwise indicated, all properties pertaining to magic-user cantrips likewise apply to those employed by the illusionist class.

The number of magic-user cantrips available to illusionists in each category is as follows:

- Useful* cantrips: One per point of intelligence, up to intelligence minus 3; i.e., an illusionist with 18 intelligence can choose 15 *useful* cantrips from the magic-user list.
Reversed: 2-5 *Personal*: 2-5
Legerdemain: 3-6 *Haunting-sound*: 5-8
Person-affecting: 2-5

ACQUISITION OF ILLUSIONIST SPELLS

Illusionists begin with a limited book of spells, just as do regular magic-users. The spells available are divided into three groups; one from each group will be known by the beginning illusionist. The illusionist always has *read illusionist magic*. The spell groupings are:

Offensive Spells	Defensive Spells	Misc. Spells
1. <i>Color Spray</i>	<i>Audible Glamer</i>	<i>Change Self</i>
2. <i>Hypnotism</i>	<i>Darkness</i>	<i>Dancing Lights</i>
3. <i>Light</i>	<i>Gaze Reflection</i>	<i>Detect Illusion</i>
4. <i>Phantasmal Force</i>	<i>Wall of Fog</i>	<i>Detect Invisibility</i>
5. <i>Chromatic Orb</i>	<i>Phantom Armor</i>	(choose)
6. <i>Spook</i>	(choose)	(choose)*

* The DM has three options which can be used here:

- 1) allow an additional (5th) miscellaneous spell, or
- 2) allow re-selection of an offensive spell, this time by the player's choice rather than the die roll, or
- 3) simply assume that the roll means nothing more than choice of a miscellaneous spell, just as a roll of 5 does.

Spells from this work were added to the list of initial spells because of the limited number of illusionist spells originally given in the *Players Handbook*. You will note that this has not been done for magic-users of the original sort, since that class already has a sufficient number of spells to select from.

Acquisition of Illusionists' Spells

Illusionists do not need the spell *read magic* or anything like it in pursuit of their profession. All illusionist spell books and scrolls are written in a secret tongue which every apprentice learns from his or her mentor. This arcane and difficult language is common to all phantasmal magics, and is necessary for illusionistic conjuring. When an illusionist gains *read magic* at the 14th level (along with several other 1st level magic-user spells), this merely allows him or her to utilize magic-user scrolls that contain spells different from those on the illusionists' list.

When a 1st level illusionist receives his first level spell book from his master, it contains only three spells (*read magic* being unnecessary). The DM should require the player's character to roll a d12 on the table of 1st level illusionist spells, rolling three times and ignoring any rolls that result in duplication. If a DM feels his or her campaign is unusually difficult, he or she may allow the player to choose one or even two of these initial spells.



Spells Beyond Those At Start:

Naturally, magic-user player characters will do their utmost to acquire books of spells and scrolls in order to complete their own spell books. To those acquired, the magic-user will add 1 (and ONLY 1) spell when he or she actually gains an experience level (q.v.). Therefore, most will be frantically attempting to purchase or cozen spells from non-player character magic-users, or even from other player character magic-users.

How you handle NPC magic-users is of utmost importance. There is a special section of the rules regarding non-player characters, and you should follow the suggestions therein carefully. By doing so, players will find that their magic-user characters are unable to acquire new spells — at worst — or must pay so dearly for them in money, magic items, and quests that the game is hardly worth the candle. Of course they will pay the price nonetheless, and that will help you to maintain the campaign as fresh and challenging, as it will rid it of excess treasure and give player characters reason to adventure at the same time.

Superior players will certainly co-operate; thus, spells will in all probability be exchanged between PC magic-users to some extent. No special sanctions need be taken to prevent such exchange — although this co-operation should never be suggested or otherwise encouraged, either. The DM should leave this interaction strictly alone. This is NOT the case: when PCs deal with NPC henchmen or hirelings. Non-player character hirelings or henchmen will ABSOLUTELY REFUSE to co-operate freely with player characters, even their own masters or mistresses. Again, this matter is dealt with separately under the section pertaining to the DM's role in operating henchmen and hirelings. As a general rule, they will require value plus a bonus when dealing with their liege. If they will deal with other PCs (or NPCs) at all, they will require double value plus a considerable bonus. For example, Thigru Thorkisen, Magician in the hire of Olaf Blue Cheeks, a 10th level Lord, knows the spell, *suggestion*; and Olaf's associate, Halfdan the Necromancer, requests that he be allowed to copy this spell into his book of third level spells. If Olaf is willing, Halfdan can approach Thigru. If Halfdan has been at least civil to the magician, Thigru will ask nothing more than a third level spell in return, plus another spell, plus some minor magic item such as a set of three potions, a scroll of 3 spells, or perhaps a *ring of invisibility*. If Halfdan had formerly insulted the magician, then the price would be more dear; but supposing the necromancer had actually saved Thigru's life at one time, the cost would be reduced to but a spell exchange and a single potion or scroll of 1 spell.

Naturally, the personality of the henchman or hireling would modify the bargain to some extent. A very avaricious or greedy NPC would ask for more magic items and/or gold too! As a good DM you will have developed the character of each henchman and hireling to the extent that such determinations will be relatively easy.

Finally, the ramifications of spell scarcity are bound to aid your campaign, and not only with regard to excess treasure and magic items. A scroll of but a single spell becomes highly meaningful to the magic-users in the game, especially when it is of a spell heretofore unknown. The acquisition of a book of spells from someplace in the dungeons or wildernesses of the campaign is a benison beyond price! PC and NPC alike will take great pains to guard scrolls and spell books. Magic-users will haunt dusty libraries and peruse musty tomes in the hopes of gleaming but a single incantation to add to their store of magic.





Spell Combat:

Unless combat is spell versus spell, many such attacks will happen near the end of a melee round. This is because the spell requires a relatively lengthy time to cast, generally longer as spell level increases, so high level spells may take over a full melee round to cast. Furthermore, if the spell caster is struck, grabbed, or magically attacked (and fails to make the requisite saving throw — explained later), the spell will be spoiled and fail. Spell combat includes cleric and magic-user, as well as monster-oriented spells. Curative spells are handled likewise.

Once cast, a spell is totally forgotten. Gone. The mystical symbols impressed upon the brain carry power, and speaking the spell discharges this power, draining all memory of the spell used. This does not preclude multiple memorization of the same spell, but it does preclude multiple use of a single spell memorized but once. When a spell caster shoots his or her spell-bolt, so to speak, it is gone.

As previously shown in the **CHARACTER CLASSES** section, the number of spells usable by a character depend upon class and level. Details of spell casting are given later in the section on combat (q.v.).

The nature and components of the various spells are given in the section immediately after the spell tables. These spell descriptions also contain such information as is pertinent, i.e. range, duration, effect, etc. Your Dungeon Master may add to or delete from a spell(s) and may even add or delete entire spells. He will inform you of these changes prior to selecting spells or when new spells become available to your character.

Material components for spells are assumed to be kept in little pockets, stored in the folds and small pockets of the spell caster's garb. Of course, some materials are too bulky, and in these cases the materials must be accounted for carefully. Also, some materials are rare, and these must be found and acquired by the spell user.

Special cases which pertain to each class of spell-using character type will be noted before each set of spell explanations.

Each spell is presented here in exactly the same format. The spell is first identified by name and type of magic it involves. Thereafter its level, range (distance it can be cast), duration, area of effect, components, casting time, and saving throw are shown. Finally, an explanation of the spell and a description of its effects are given in some detail.

Range is shown in inches (See **DISTANCE**) or as "touch", which indicates the caster must physically contact the recipient of the spell with his or her hand.

Duration is given as number of turns, rounds, or simply "instantaneous", as in the case of a lightning bolt which lasts only a brief moment. (See **TIME**.)

Area of Effect shows how large an area the spell covers, or how many persons or creatures it will affect.

Components, as previously mentioned, are verbal (V), somatic (S), and/or material (M). This indicates which are part of the spell.

Casting Time shows the number of melee rounds, or segments of a melee round, required to cast the spell. Remember that there are 10 segments to a melee round, 10 melee rounds to a turn. Some spells require additional time and preparation.

Saving Throw tells whether a saving throw is possible, and if it is possible, whether success negates (neg.) the spell or reduces its effects by 50% (½).

SPELL CASTING DURING MELEE

These functions are fully detailed in **PLAYERS HANDBOOK**. Their commencement is dictated by initiative determination as with other attack forms, but their culmination is subject to the stated casting time. Both commencement and/or completion can occur simultaneously with missile discharge, magical device attacks, and/or turning undead. Being struck by something during casting will spoil the spell.

Spell-casters will always insist that they are able to use their powers during combat melee. The DM must adjudicate the success of such use. Consider this: The somatic (movement) portions of a spell must be begun and completed without interruption in a clean, smooth motion. The spell as a whole must be continuous and uninterrupted from beginning to end. Once interrupted, for any reason whatsoever, the spell is spoiled and lost (just as if used). Spells cannot be cast while violently moving — such as running, dodging a blow, or even walking normally. They are interrupted by a successful hit — be it blow, missile, or appropriate spell (not saved against or saveable against).

Thus, casting a spell requires that a figure be relatively motionless and concentrating on the effort during the entire course of uninterrupted casting. For example, a magic-user casting a *fireball* must be in sight of the intended area of effect during the course of the spell (although an associate could be there to open a door intervening between caster and target area at an appropriate time — provided the timing was correct, of course). The caster cannot begin a spell, interrupt it just prior to completion, run to a different area, and then complete the spell; interruption instantly cancels it. Unless a spell has no somatic components, the caster cannot be crouching, let alone prone, during casting.

It can thus be understood that spell casting during a melee can be a tricky business, for a mere shove at any time can spoil the dweomer! Any spell can be attempted, but success is likely to be uncertain. Use the following procedure for spells cast during melee:

1. Spell casters must note what spell they intend to cast at the beginning of each round prior to any knowledge of which side has initiative.
2. Attacks directed at spell casters will come on that segment of the round shown on the opponent's or on their own side's initiative die, whichever is applicable. (If the spell caster's side won the initiative with a roll of 5, the attack must come then, not on the opponent's losing roll of 4 or less.) Thus, all such attacks will occur on the 1st-6th segments of the round.
3. Intelligent monsters able to recognize the danger of spells will direct attacks against spell casters if not engaged by other opponents so as to be prevented from so doing.
4. The spell caster cannot use his or her dexterity bonus to avoid being hit during spell casting; doing so interrupts the spell.
5. Any successful attack, or non-saved-against attack upon the spell caster interrupts the spell.

Because spell casting will be so difficult, most magic-users and clerics will opt to use magical devices whenever possible in melee, if they are wise.

RECOVERY OF SPELLS

Spell recovery, whether cleric/druid or magic-user/illusionist, requires about the same period of time. In order to pray and meditate for a new spell to replace one used, or in order to study and memorize such a spell, it is necessary that the spell-user rest and revitalize his or her mental faculties. Whether one or more spells are to be regained, the minimum time required for complete rest (usually sleep) is that required for the highest spell to be recovered. Minimum rest periods are shown below:

SPELL LEVEL	1 - 2	3 - 4	5 - 6	7 - 8	9
Rest Time	4 hours	6 hours	8 hours	10 hours	12 hours

Thus, if a cleric or magic-user needs only memorize first or second level spells, he or she need only sleep for 4 hours and will then be able to memorize or regain as many such spells as he or she is normally entitled to. On the other hand, if the character in question also wished to include a seventh level spell, rest time would be 10 full hours, even though but a single seventh level spell were to be thus regained, while half a dozen second level spells were also to be regained.

Once rested, an additional one-quarter hour per level of spell must be spent in study/prayer and meditation in order to memorize/acquire the ability to cast each spell.

COST OF MAGIC-USER/ILLUSIONIST SPELL CASTING

While the cost of having a cleric cast needed spells is reasonably well detailed in the *Dungeon Masters Guide*, the cost of magic-user or illusionist spell casting was neglected. Rather than giving an extensive list of spells and costs, the following set of guidelines is provided to enable the DM to determine a "reasonable" fee for any spell.

Basic costs: A willing magic-user or illusionist will typically work for a fee of 200 gp per spell level. Double the material component(s), or material components of at least such value as substitutions, is also part of the basic fee.

Additional costs: Failure to furnish the material component(s) of a spell which has components of ordinary sort will incur a surcharge of 10% or three times the value of the component(s), whichever is greater. Failure to furnish any extraordinary component(s) that may be needed brings a surcharge of 100% of the casting cost or three times the value of the component(s), whichever is greater. Spells which place the caster in danger (including such castings as *identify*, which causes a temporary drop in constitution of the caster) require at least a double fee, and guarantees will be required as well. Spells which age the caster will be cast only if a counter to such aging is awarded prior to spell casting, unless the amount of aging is insignificant to the caster. (A young elf will not be overly concerned about aging 5 years, although a fee of ten times normal might be charged!)

Magic item payment: A magic-user or illusionist will generally accept some item of magic in lieu of cash or like valuables. In such cases, the sale value of the item, adjusted downward by the general reaction of the spell caster to the individual requesting his or her services, is to be considered the base value of the item. The character and behavior of the NPC encountered will always be the purview of the DM. Such character or behavior will, naturally, often affect costs and fees.

Hostile spell casters: In general, a hostile spell caster will either charge at least double normal fees, or else he or she will simply refuse to cast any spell whatsoever — unless possibly bribed to do so with some magic item. Any spell caster of good alignment is quite unlikely to cast any spell for a character of evil alignment in any event. Again, adjudication of such events is the realm of the DM.

Spell casting under duress: Use the rules in the *Dungeon Masters Guide* for all magic-user and illusionist spell casting under threat, magical influence, etc.

MAGIC-USER SPELL BOOKS

General note: Most of the information in this section applies equally to spell books for illusionists as well as for magic-users. See the following section on illusionist spell books for those areas where particular differences exist.

When a magic-user completes his or her apprenticeship, it is assumed that he or she has one, or possibly two, spell books. A *Book of First Level Spells* will certainly be possessed, and there might be a *Book of Cantrips* as well. The latter depends upon the options of both the DM and the concerned player. The following applies to all spell books.

Types of spell books

There are two kinds of spell books:

1. **Standard books**, each of which contains up to 36 cantrips, up to 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level.
2. **Travelling books**, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book — either nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th, and/or 6th level; or two spells of 7th, 8th, and/or 9th level.

Physical aspects of standard books

A *standard spell book* is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12x12x6 inches or larger than 18x12x9 inches is recommended.) The weight of a *standard* book of median size is 150 gold pieces (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three times its weight (450 gp or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a *standard* book is typically heavy leather — dragon hide or something similar — inlaid with metal so as to provide both extra durability and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a *standard spell book* has a saving throw equal to that of "leather or book," and with +2 to dice rolls made to save against *acid*, *fireball*, *disintegration*, and *lightning* attacks.

Physical aspects of travelling books

A *travelling spell book* is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9x9x1 is likewise a good working size. The weight of such a book is approximately 30 gold pieces, and encumbrance roughly 60 gp. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a *travelling spell book* is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to protect the book when it is in use.

Notwithstanding any special protections placed thereon, a *travelling spell book* has a saving throw equal to that of "leather or book," with no bonuses (as a *standard* book has) against certain forms of attack.

Value of spell books

A *standard spell book* has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as 1st-level spells), and a Gold Piece Sale Value of 1,000 gp per spell level (applies to all spells, including cantrips). As with any other magical items acquired, spell books must either be sold immediately or else the x.p. value taken. This holds true regardless of whether or not any tome is eventually sold. Thus, a spell book cannot be kept while a particular spell or spells are transcribed, and then the work sold for the Gold Piece Sale Value and the proceeds taken toward experience points.

Cost of spell books

A *standard spell book* costs 1,000 gp for materials, plus an additional 100 gp per spell level for each spell contained therein. (For this determination and all other similar ones, consider cantrips as 1st-level spells.) The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him or her. Books which are prepared later in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by the character's master, but must be composed by the character in question as part of his or her training when the spell caster is trying to rise to a higher experience level. This composition will take from 4-7 weeks for each new *standard book*; the book is composed during and after the time when other training exercises are taking place.

These same costs/prices apply when such a book is being manufactured and composed: Any *standard spell book* requires a 1,000 gp investment for materials, plus 100 gp per level for each spell entered within the book, payable when a magic-user adds a new spell to his or her repertoire. (Entering a 1st-level spell costs 100 gp, a 2nd-level spell costs 200 gp, etc.)

A *travelling spell book* costs 500 gold pieces for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a *standard book*. All *travelling spell books* must be fabricated by the magic-user, or otherwise discovered as treasure by the magic-user or his or her associates. A player character cannot automatically possess a *travelling spell book* at the beginning of his or her career.

ILLUSIONIST SPELL BOOKS

Illusionist spell books are the same as those of regular magic-users, with the following exceptions:

1. *Standard spell books* contain either 24 spells of 1st or 2nd level, 16 spells of 3rd or 4th level, or 8 spells of 5th, 6th, or 7th level. If 1st-level magic-user spells are known and used by the illusionist, he or she must have a new spell book for such spells; this tome is essentially a *standard work* for first level containing up to 24 spells.
2. *Travelling spell books* hold 6 spells of 1st or 2nd level, 4 spells of 3rd or 4th level, or but 2 spells of 5th, 6th, or 7th level.

For additional security, illusionists may opt to do their spell books using *illusionary script*, which would only be recognizable as such by another illusionist. A magic-user may not learn a spell from an illusionist spell book (and vice versa) even if the illusionist spell in question is the same in name (and perhaps other respects) as a magic-user spell. The magical forces released by the casting of "namesake" spells are similar to one another, but the way in which that magic is triggered differs from class to class.

Casting spells directly from books

In extremis, the DM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The book must be of appropriate sort so that the spell matches the profession of the caster, i.e. magic-user spell, magic-user spell book. The caster must be able to know *and* use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells.)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A *permanency* spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature. These strictures apply whether a spell caster is using his or her personal book or the book of another. *Read magic* is required for one magic-user to read another magic-user's spell book, and a magic-user can learn a spell by reading it from another's book. This learning process requires 2-8 hours of study per level of the spell, after which time the spell is learned and thereby immediately usable by the magic-user who did the studying.



SPELL RESEARCH

Whether from the desire to create a new spell or from dissatisfaction with a lack of power, it is certain that the magic-users in your campaign will eventually get around to inquiring about the procedures necessary to research and create a spell. Whether the spell is new or a listed spell which the character has been unable to locate during the course of his or her adventuring, the process is nearly the same. First, you must determine two salient facts: Is the character of sufficient intelligence to "know" another spell of that level? Is the desired spell of a level which the character's ability allows? Success demands positive replies to both questions. However, regardless of any negative responses, information will not be passed to the inquirer, for he or she should be able to discover such obstacles without recourse to the DM, and failure to do so indicates a lack of good judgment on the character's part which will be evidenced by lack of success only after fruitless research.

Determination Of Spell Level: New spells might pose a small problem, as it will require some study on your part, but most of the burden can be shifted to the player. When desire to research a new spell is stated, inform the player that his or her character must carefully draft the details of the spell, i.e., you must have a typed copy of the spell in the same format as used in the **PLAYERS HANDBOOK**. Only when this is in your hands should you consider the power of the spell. Meanwhile do not discuss the matter with the player — at least as DM to player; it might be necessary to take the part of a sage and discuss the spell with the player character, for example, but that is entirely different. Once you have the details of the spell, compare and contrast it with and to existing spells in order to determine its level and any modifications and additions you find necessary in order to have it conform to "known" magic principles. Any super-powerful, absolute killer, or like spell must be thrown out immediately. Be certain to consider all of the ramifications of a spell and all of the descriptive wording, to weed out spells which give the user some extraordinary, undeserved, and/or unwarranted power. Anything better than the 9th level spells (7th level with respect to clerics) is in the category of *impossible*. Allow research, but it will always be useless.

Check the range, duration, area of effect, and saving throw in particular to see that the spell has limits and restrictions. You might well wish to place more rigid restrictions than are shown. Similarly you might add components and/or lengthen casting time. After analysis of the spell and adjustment of its parameters, you will be in a position to assign it a level. If the spell is a variation of an existing spell, with only minor differences, improvements, or extended effects, it will probably be only one level higher. If it is superior in two categories, place it two levels higher, and so forth. If it is a spell which is markedly different from all others, find the spell or spells which most closely resemble it, and then set its level according to the relative power of those covered in the book compared to the new spell. Spells with combination functions are at least equal in level to the sum of the spell functions *plus a level*, i.e., a spell which combined *audible glamor* with *phantasmal force* would be 6th level (a 2nd level plus a 3rd level plus 1 level for combining spells).

Cost Of Research: The basic cost for spell research is only 200 gold pieces per spell level per week. Note, however, that this assumes that the researcher has a laboratory (or shrine in the case of a cleric) and library at hand (built up in gaining levels of experience and whatever other reasons are applicable). To the base cost must be added a weekly variable of 100 to 400 gold pieces per level of the spell, the variable accounting for additional materials needed. If no library of materials is owned by the researcher, the base cost increases by a factor of 10 (2,000 gold pieces per spell level per week), the researcher being assumed to be acquiring arcane texts and scrolls, thus creating a library. The player must establish the amount to be spent, based on his or her appraisal of the level, *without assistance from the DM!*

Length Of Research: Initial preparations and research will consume a number of weeks equal to the level of the spell being researched. After this initial period, there exists a chance to achieve success, the chance being given weekly. Research therefore will always extend to a number of weeks equal to the level of the spell being researched plus 1, i.e., a 1st level spell will take a minimum of 2 weeks research. Research expense accrues each and every week. There is no limit to the extension of research, although practically, even minimal expenditure will result in successful research after the basic period plus 6 or so weeks on the average.

Conditions Under Which Spell Research Is Possible: It is absolutely mandatory for the researcher to be of sound mind and body and to have privacy and seclusion free from interruption during the course of his or her spell study. This necessity precludes any adventuring or general interaction during the period of research. It requires about 8 hours per day of work, and only an hour or two per day can be spent doing other things — instructing underlings, disbursing funds, etc. Any interruption of research will be a setback. Each day of such hiatus will cause 1 full week of lost time. Also, as noted above, a library must be at hand, and this means that either the researcher must have his or her own stronghold or highly private quarters, or obtain them prior to beginning the project. If a personal library is not possessed, the research must be carried on in or within one day's journey of a town or city in which the research materials can be obtained.

Research Materials: Acquisition of materials includes not only texts and scrolls, but also various components for the material needs of the spell. Written works cover the whole spectrum of knowledge, as the researcher must be aware of any and all aspects of the magic he or she wishes to use. Thus, works on history, geography, astrology, alchemy, etc. must be obtained.

Chance Of Success: The base chance of success is 10%, plus the intelligence score of the researcher (wisdom with respect to clerics), plus the level of the character researching the spell, minus twice the level of the spell being researched: $10\% + I + L - 2 \times \text{spell level} = \text{base chance for success}$. This base chance is modified upwards in 10% increments by doubling of maximum base cost per level of the spell (2,000 gold pieces). Thus, an expenditure of base cost + variable + 2,000 g.p. on a per spell level basis increases base chance from 10% to 20%, and 4,000 g.p. additional per spell level increases base chance from 10% to 30%, and so on, to a maximum base chance of 50% (expenditure of 8,000 gold pieces additional per spell level). Insufficient expenditure means a 0% success chance.

Determination Of Success: After the initial research period (equal to the level of the spell in weeks), find the base chance, adjust by intelligence, character level, and spell level, and secretly roll percentile dice. Any score greater than the percentage of success chance indicates a negative result. Continue to check for success each successive game week as long as research is uninterrupted and proper funding for the work continues. Remember, if a spell that is impossible for the character is being researched, this procedure remains constant, but there will NEVER be success, and the dice roll is simply frosting. (Eventually, even the most determined and least wise will begin to understand their aim is fruitless.)

Confidentiality Of New Spells: Once a player succeeds in researching a new spell, it is his or her character's alone. Only that character has the proper formula, and no mention of the spell should be made by you.

Additional Notes: There is no way that costs in money or time can be reduced. Likewise, conditions must be as set forth. Research materials must be obtained. It is possible to use another's facilities, but this will most certainly not reduce costs. Gathering a library assumes that the character is in a metropolitan area with libraries, booksellers, etc. from which copies can be obtained. If such is necessary, this must be done prior to the beginning of actual research, as it will take about one week per spell level to gather sufficient materials — the greater the level of the spell, the more esoteric and rare the tomes needed.



CREATION OF HOLY/UNHOLY WATER

Only clerics, excluding druids, are able to prepare holy water — or unholy water in the case of evil clerics. As a third level spell is involved, it requires a cleric of not less than 5th level of experience to manage to create such fluid. The process is as follows:

A specially *blessed/cursed* basin of fine workmanship and precious metal (copper, silver, electrum, gold, or platinum) must be fashioned for the cleric. This vessel must be engraved with the holy/unholy symbols of the cleric's deity or deities, and it must be within a special repository of finely crafted and carefully worked rare wood, with a base, pedestal, chest-like holder and lid — the whole being known as a font. The basin is placed within the font, and the cleric then casts the following spells in succession, while robed in formal vestments appropriate to his or her religious persuasion:

create water
purify food & drink (the water) or its reverse
bless or its reverse
chant (1 full turn)
prayer

The amount of water created depends upon the metal of the receptacle, and this is shown hereafter, along with suggested costs for the various parts of the font. Once created, the holy/unholy water cannot leave the font for more than a turn without losing its efficacy unless it is placed within specially *blessed/cursed* vials of crystal — either rock or special leaded glass. Each empty vial is worth 2-5 gold pieces.

Holy/Unholy Water Receptacles:

Metal	Capacity For Creation	Minimum-Maximum	
		Basin Cost	Font Cost
copper	6 vials	130 - 180 g.p.	200 g.p.
silver	10 vials	1900 - 2400 g.p.	500 g.p.
electrum	18 vials	8000 - 12000 g.p.	1000 g.p.
gold	32 vials	19000 - 22000 g.p.	1500 g.p.
platinum	50 vials	110000 - 200000 g.p.	2000 g.p.

You may allow combination metal vessels with capacity according to the composition, found by interpolation of the above capacity figures, i.e., a copper basin chased with silver and set with silver rim and handles would hold 8 vials and cost 50% of the copper vessel plus 50% of the silver vessel price. Fonts and basins must be designed and constructed on special order, the process taking 4-10 (2d4 + 2) weeks.

Capacities are designed for game purposes so as to limit supplies of holy/unholy water. They can be justified by the rationale that the deities find more precious metals more pleasing than those of less worth, so they are prone to grant more favor upon such offering vessels.

Limit Of Creation: Holy water or unholy water may be made but once per week. The ritual takes a full day of prayers and meditation, followed by the actual ritual, followed by a need for not less than 8 hours of rest and repose. Only one holy/unholy water font per religious edifice is possible, as deities look upon anything other as unworthy and excessive.

Defilement Of Fonts: If any non-believer *blesses/curses* an *unholy/holy* font, or uses less refined means such as excreting wastes into a font or basin, the whole is absolutely desecrated, defiled, and unfit. It must be smelted down and remade *in toto*. The cost will be 20% to 50% of the normal figures shown above, and the process will take from 4 to 6 weeks. Note that either method of defilement requires actual contact with the font and its vessel. Any *blessing* or *cursing* from a distance will be absolutely ineffectual and wasted. Relics might either defile by touch or prevent defilement by being encased within the font or receptacle, at your option.

Note Regarding The Drinking Of Holy Water:

Ingesting or bathing with holy water will have the beneficial effect of slowing the onset of lycanthropy or of becoming undead. For each vial so used, the process is slowed by from 1-4 turns. This time delay is to be secretly determined and noted.

FABRICATION OF MAGIC ITEMS, INCLUDING POTIONS AND SCROLLS

It is an obvious premise of the game that magic items are made somewhere by someone or something. A properly run campaign will be relatively stringent with respect to the number of available magic items, so your players will sooner or later express a desire to manufacture their own. *Do not tell them how this is to be accomplished!* In order to find out, they must consult with a sage (q.v.) or a high level character of the proper profession, the latter being detailed a bit hereafter.

Magic items are made by high level magic-users, except those items which are restricted to clerics and special racial items and books, artifacts and relics. Books (including tomes, librams and manuals), artifacts, and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin, thus books, artifacts, and relics cannot be made by players and come only from the Dungeon Master. Dwarven and elven manufactured items — the +3 dwarven war hammer, certain other magic axes and hammers, cloaks and boots of elvenkind, magic arrows, magic bows in some cases, and even some magic daggers and swords — are likewise beyond the ken of player characters of these races. Only very old, very intelligent and wise dwarves and elves who have attained maximum level advancement are able to properly forge, fashion, and/or make these items and have the appropriate magicks and spells to change them into special items — i.e., these items are likewise the precinct of the DM exclusively.

This still leaves an incredible range of magic items which player characters can aspire to manufacture. It is a sad fact, however, that these aspirations must be unsatisfied until the player character achieves a level of ability which is one greater than nominal highest level — high priest, druid, wizard, illusionist. That is, a player character must be at least an 11th level high priest, an archdruid, a 12th level wizard or an 11th level illusionist in order to manufacture magic items (except with respect to potions and scrolls, as will be discussed hereafter). Furthermore, a player character may manufacture only those items particular to his or her profession or items which are usable by professions not able to so make magic items only. Thus, a cleric is unable to fashion a wand usable by magic-users or illusionists, a magic-user cannot manufacture a clerical magic item, etc. There is a further prohibition upon clerics regarding the making of items which are prohibited to their profession or which are of opposite alignments; this restraint does not extend into the sphere of magic-users as a class. Thus, clerics cannot manufacture magic swords, though magic-users can.

Manufacture Of Potions:

Potions may be made by any magic-user of 7th level or above, if he or she enlists the aid of an alchemist (q.v.). At levels above the 11th, such assistance is no longer mandatory, although it will reduce the amount of money and time the player character must spend making the potion by 50% of the compounding/infusing time normally required, as the alchemist will be so employed instead.

In order to begin manufacture of a potion (and they may be made only one at a time), the magic-user must have a proper laboratory with fireplace, workbench, brazier, and several dozen alembics, flasks, dishes, mortar and pestle, basins, jugs, retorts, measuring devices, scales, and so forth! Such implements are not easily obtained, being found only at alchemical shops or produced upon special orders by stone masons, potters, glass blowers, etc. Initial outlay for the creation of a workshop, assuming that the place already has a fireplace, would cost between 200 and 1,000 g.p. This cost is based on the relative availability of the tradesmen and goods necessary to complete the work room and stock it properly. The DM may certainly require a greater expenditure if the campaign has inflation and/or shortages. In addition, upkeep of the laboratory requires a further monthly outlay of 10% of the total cost of the place, exclusive of any special provisions or protections, in order to stock basic fuel and supplies, replace broken equipment, and so on when the laboratory is in use. (**Note:** The place is *always* in use if the player character has an alchemist in his or her employ, for the alchemist will continually putter and experiment, always to no particular end, when not engaged in specific work for the magic-user.)

In order to avoid the length and complication of separate formulae for each type of potion, the following simple system is given. Both the cost in gold pieces and the days of compounding and infusing are determined by

use of the experience points award (as shown on the list of magic items) amounts. If no experience points are shown, then the potion has a 200 g.p. base for cost and time determination. The point award for a given potion is also the amount of gold pieces the magic-user must pay in order to concoct the basic formula — with rare herbs and spices and even more exotic ingredients. The number of days required to brew the potion is the same figure, each hundred or fraction thereof indicating one full day of compounding time to manufacture the liquid, i.e., 250 x.p. = 250 g.p. basic costs and 3 full days of time.

Most important to the manufacture of a potion is the substance of its power, the special ingredient. The list of potions and special ingredients possible is given for your convenience only. You may opt for any reasonable special ingredient you deem suitable for a potion, keeping in mind difficulty of obtaining the material (hopefully high or greater) and its sympathetic equivalency or relationship to the end result of quaffing the potion.

Poison: Only assassins of 9th or higher level may concoct "potions" of poison — or any other sort of poison, for that matter. Refer to the section on assassins for details of special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was being prepared.

Suggested Special Ingredients For Potions:

Type of Potion	Suggested Special Ingredient(s)
animal control	organ or gland from representative type or types to be controlled
clairaudience	human or simian thalamus gland or ear from an animal with keen hearing
clairvoyance	human or simian thalamus gland or eye from an animal with keen sight
climbing	insect legs (giant)
delusion*	doppelganger flesh or rakshasa ichor
diminution	powdered kobold horn and wererat blood
dragon control	brain of the appropriate dragon type
ESP	mind flayer brain
extra-healing	troll blood or hair of a saint**
fire resistance	fire elemental phlogiston or salamander scales
flying	hippogriff feathers and wyvern blood
gaseous form	vampire dust or ogre magi teeth
giant control	brain of appropriate giant type
giant strength	drops of sweat from appropriate giant type
growth	ogre magi gland
healing	ogre magi blood of thread of saint's garment**
heroism	heart of lion or similar giant cat
human control	vampire eye or nixie blood
invisibility	invisible stalker ichor
invulnerability	gargoyle horn or lycanthrope skin
levitation	beholder eye (from stalk) or will-o-wisp essence
longevity	dragon blood and treant sap or elf blood
oil of etherealness	shedu fat or demon brain
oil of slipperiness	purple worm gland or liver of giant pike
philter of love	dryad hair
philter of persuasiveness	harpies' tongues or devil tongue
plant control	shrieker spores and umber hulk eye
polymorph (self)	mimic skin or succubus hair
poison	special
speed	pegasus heart and giant weasel blood
super-heroism	giant wolverine blood and minotaur heart
sweet water	water elemental eye or triton blood
treasure finding	gold dragon scale and six different powdered gem stones
undead control	dust of freshly destroyed spectres or vampire brain or ghost ectoplasm or lich tongue
water breathing	water naga blood or nixie organs

* Alternatively, a 5% to 20% failure percentage can be assigned to all potion manufacture, and those which are failures become *delusion* potions of the sort which was being attempted, i.e., *animal control*, *fly-ing*, etc.

** Possible only if a cleric compounds the potion.

Manufacture of Scrolls:

Scrolls are exceptional in that they are simply storage space for spells of one sort or another. Clerics, druids, magic-users, and illusionists inscribe scrolls with spells applicable to their particular professions. *Protection* spells are scribed by either magic-users or clerics, the determination being as follows:

Clerical Protection Spells

DEVILS
POSSESSION
UNDEAD

Magic-User Protection Spells

DEMONS
ELEMENTALS
LYCANTHROPE
MAGIC
PETRIFICATION

Curse scrolls can be made by any sort of spell user noted above.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to employ, i.e. a 9th level magic-user could not place a 7th level spell on a scroll. (Note that the *write* spell enables the magic-user to inscribe his or her own *reference* works so as to be able to read and remember higher level spells than he or she is currently able to use; it does not enable casting or scroll inscription.)

A scroll of spells may be inscribed only upon pure and unblemished papyrus, parchment, or vellum — the latter being the most desirable. Any mistake will doom the effort to failure. A fresh, virgin quill must be used for each spell transcribed. The quill must be from a creature of strange or magical nature, i.e. a griffon, harpy, hippogriff, pegasus, roc, sphinx of any sort, and similar monsters you elect to include (demons, devils, lammasu, etc.).

The material upon which the scroll of spells is to be written can be purchased at the following cost guidelines:

papyrus, per sheet	2 g.p. and up	+5% chance of failure
parchment, per sheet	4 g.p. and up	±0% chance of failure
vellum, per sheet	8 g.p. and up	-5% chance of failure

The type of material used will affect the likelihood of successful transcription, as listed above. Special quills cannot normally be purchased, for only common goose or similar feather instruments are available in shops. The would-be inscriber must arrange for the special writing tools as he or she can.

Ink is a very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the inscriber from secret and strange ingredients. The basic medium should be sepia from a giant squid or ink from a giant octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, draughts concocted from parts of monsters, and so on. An example of a formula for the ink required to scribe a *protection from petrification* spell is shown below:

- 1 oz. giant squid sepia
- 1 basilisk eye
- 3 cockatrice feathers
- 1 scruple of venom from a medusa's snakes
- 1 large peridot, powdered
- 1 medium topaz, powdered
- 2 drams holy water
- 6 pumpkin seeds

Harvest the pumpkin in the dark of the moon and dry the seeds over a slow fire of sandalwood and horse dung. Select three perfect ones and grind them into a coarse meal, husks and all. Boil the basilisk eye and cockatrice feathers for exactly 5 minutes in a saline solution, drain, and place in a jar. Add the medusa's snake venom and gem powders. Allow to stand for 24 hours, stirring occasionally. Pour off liquid into bottle, add sepia and holy water, mixing contents with a silver rod, stirring widdershins. Makes ink sufficient for one scroll.

Other ink formulas will be devised similarly according to the dictates of the DM. Ingredients should suit the overall purpose of the ink. It is recommended that each different spell to be transcribed require a different ink compound — clerical spells requiring more venerated and holy materials, druid spells being basically rare roots and herbs in infusions, and so on. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood, and so forth are all ideal components.

Once material, quill, and ink are ready, the spell scribe must actually write the magical runes, glyphs, symbols, characters, pictograms, and words upon the surface of the scroll. Transcription must be from his or her scroll books or upon an altar (for clerics and druids). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and specially sacrificed to their deity, while magic-users must have drawn a magic circle and remain uninterrupted. **PREPARATION REQUIRES ONE FULL DAY FOR EACH LEVEL OF THE SPELL BEING SCRIBED ON THE SCROLL.** A 1st level spell takes one day, a 2nd level spell two, etc. Time so spent must be continuous with interruptions only for rest, food, sleep, and the like. If the inscriber leaves the scroll to do anything else, the magic is broken, and the whole effort is for naught.

Failure: There is a basic 20% chance that a mistake, smudge, or flaw in the scroll will make the spell useless. To this base chance is added 1% per level of the spell being inscribed, so that total failure chance is from 21% to 29%, minus the level of the character attempting to write the spell. Thus, if a 14th level cleric is attempting to write a 7th level spell on a *parchment* scroll, the failure chance is $20\% + 7\% - 14\% =$ a 13% chance. After the requisite materials and preparations have been taken care of, the player character must then spend the full time necessary to inscribe the scroll spell. Thereafter, a percentile dice roll greater than the percentage chance of failure equals success.

If multiple spells are being scribed, a failure of one means that no further spells may be placed upon the scroll. In any event, a maximum of seven spells may be written on a single scroll. As a spell is read from the scroll, its letters and figures writhe and glow, the magic is effected, and then the lines fade and are gone forever. (In order for a magic-user or illusionist to transcribe a heretofore unknown spell from a scroll to his or her books, a *read magic* and then a period of time equal to that necessary to place the spell on the scroll are required; this likewise causes the spell to disappear from the scroll.)

The scribe of the spell does not need a *read magic* spell to use his or her own scroll spells, just as clerics and druids never need the aid of magic to read appropriate scroll spells.

Fabrication Of Other Magic Items:

All of the various other magic items will require the use of the magic spell, *enchant an item*, save clerical items.

With respect to the former, you must determine which spells and ingredients are necessary to the manufacture of each specific magic item. For example, a player character wizard of 15th level desires to make a *ring of spell storing*. He or she commissions a platinumsmith to fashion a ring of the finest quality, and pays 5,000 g.p. for materials and labor. He or she then casts the *enchant an item* spell according to the **PLAYERS HAND-BOOK** instructions. As DM, you now inform him or her that in order to contain and accept the spells he or she desires to store in the device, a scroll bearing the desired spells must be scribed, then a *permanency* spell cast upon the scroll, then the scroll must be merged with the ring by some means (typically a *wish* spell). As all of that could not be done in time, the ring would have to be prepared with the *enchant an item* spell again. Of course, you could tell the player before, if you are soft-hearted or he or she is intelligent enough to ask before starting the ball rolling.

The above-mentioned *ring of spell storing* could be made without the benefit of a *permanency* spell, and spells could be stored within, but they could only be called forth once, and then the ring would be useless. Wands and other chargeable items do not require *permanency*, and of course they are used up when all the charges are gone. Items with a permanent dweomer (such as weapons, armor, most rings and miscellaneous magic items) do require a *permanency* spell to be made continuously operational.

Clerics and druids making an item which is applicable to their profession must spend a fortnight in retreat, meditating in complete isolation. Thereafter, he or she must spend a sennight fasting. Finally, he or she must pray over and purify the item to become magical (this process takes but a day). Of course, the item must be of the finest quality just as detailed in the *enchant an item* spell description. Thereafter the cleric or druid must place the item upon his or her altar and invoke the direct favor of his or her deity to instill a special power into the item. There is a 1% per day cumulative chance that the item will then be empowered as desired, providing the cleric or druid has been absolutely exemplary in his or her faith and alignment requirements. Furthermore, if the item is one with charges, the cleric or druid must then take it into seclusion and cast the requisite spells upon it, doing so within 24 hours of its being favored by the deity. In other cases, the item need only be sanctified to the appropriate deity in order to complete its manufacture.

In all cases, the manufacture of any magic item other than a potion or scroll will be so debilitating as to necessitate the maker to rest for one day for each 100 g.p. of the item's experience point value, i.e. one with a 2,000 experience point value means 20 days of complete rest. During this period, the character can do *nothing* except eat, rest, undertake *mild* exercise, and sleep — all in relative isolation. No adventuring or spell use is possible during this period!

Fabrication Of Magic Items By Illusionists:

Though different spells are employed, the process of fabrication of magic items which illusionists use is not really very different from that used by magic-users. It is almost exactly similar as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

At the 11th level illusionists may be able to create one-shot or charged magic items, things without a permanent dweomer, such as potions or a *wand of illusion*, for example. Such items are really merely storehouses of magical energy which can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using *enchant an item* to prepare the item to receive its enchantment, the illusionist uses *major creation* to subtly alter its structure in a magical direction so that it can receive and retain the necessary spells. During the next 16 hours after casting the *major creation*, the illusionist instills the primary initial dweomers into the item, and if his concentration is interrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a +1 dagger or a *ring of protection*, for example. This entails a similar process to the one described above. The crucial difference is that after a *major creation* spell has been used to adjust the material object, an *alter reality* must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, *major creation*, *alter reality* and *true sight* spells, and an unflawed gem worth not less than 10,000 g.p., an illusionist might be able to create a *gem of seeing*.

The basic thing to remember if details are in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well.

Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:

It is absolutely necessary that you take note that any sort of charmed, magically persuaded, or otherwise enslaved magic-user will be totally unable to function in such a manner as to allow the fabrication of any sort of magic item — scroll, potion, or otherwise. The discipline and concentration demanded by such activity absolutely precludes individuals of this sort from manufacturing magic items. If a player character should attempt to have such a character fabricate items, allow the usual amounts of time and money to be expended, and then inform him or her that the results are negative. If the player character opts to have the enslaved individual continue, say nothing, but the attempts will continue to be fruitless.

NON-STANDARD MAGIC ITEMS

There are two considerations respecting non-standard magic items. The first is your invention and inclusion of them in your campaign, and this is expected and encouraged. You should put your imagination and inventiveness to work this way. Standard items can be varied so as to make it more interesting when your players are familiar with the usual forms. New devices can be created to add freshness and new dimensions to the game. Special magic items can be devised to complement some special situation or to serve as a special reward for overcoming some special monster or difficult area. All such creations, however, must be made with care. The items must be such as to not unbalance the game. They must not make one player character too strong, either with respect to opponents or his or her fellows or to the campaign or to the game system as a whole. Items which are expended after a single use, those with limited usages, and those with variable effects are most desirable. As it is very likely that every campaign will have its special items, the second consideration comes up.

Other referees will not generally know what special powers or restrictions such items have. Thus, they will not be usable in campaigns other than that from which they came in most cases. You, as a referee, should simply cause any such items brought into your campaign to disappear. Never take a player's word for any item. Do not allow its use in your campaign unless you know his or her DM and get a full explanation *in writing* from that person which details the properties of the item. Do not allow a player to bulldoze you in any manner regarding this. Simply inform the person that he or she must have left the item in his or her former area, as it is not around in yours! This solves the problem of having a possible imbalance brought into your carefully designed campaign. This ties directly to the section dealing with **INTEGRATION OF EXPERIENCED OR NEW PLAYERS INTO AN EXISTING CAMPAIGN** (q.v.).

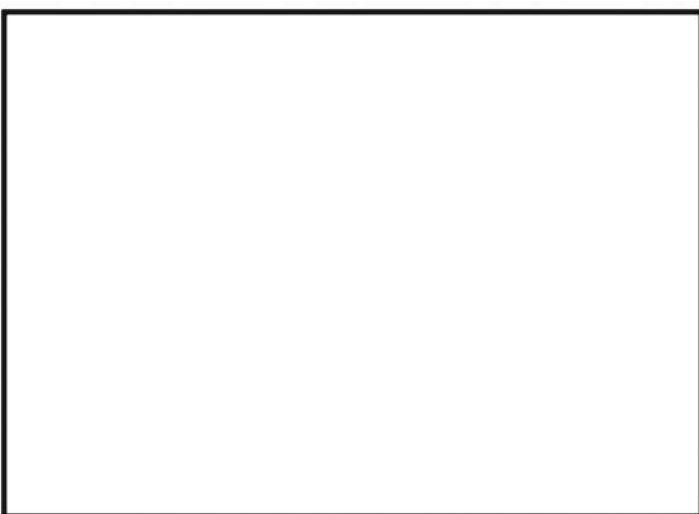
Note: Altered form of a standard AD&D item is not a new or non-standard item, i.e., a cap which causes its wearer to be *invisible* is the same as a *ring of invisibility*.

USE OF MAGIC ITEMS

COMMAND WORDS

In order to use a rod, staff or wand, it is usually necessary to know the proper command word. There are several possible ways to acquire this knowledge. If the item is/was in the possession of an opponent, it may be possible to learn the appropriate word or phrase directly, either by noting what he or she says when using the item, or by causing the possessor to divulge the information through force or trickery. It is common for spell-users to keep such information recorded among their hidden scrolls and spell books, in case their memories should somehow become impaired (or simply prove insufficient) and the words be forgotten.

If none of these sources should fit the situation, and the item was not found with an accompanying scroll explaining its use and history, it may be necessary to resort to informational spells such as *contact other plane*, *legend lore* or *speak with dead*.





Spells between the covers



The scene: A sleeping town under a cover of new-fallen snow. The silver glow of the moon casts a dim light down upon the darkness, but does nothing to disturb the silence. On the lattices of a frost-coated window, a bright island of golden light dances, shimmering and flickering as the candle flame inside the room is tossed about by the wind that forces its way through the cracks around the window. In the flickering light, an old man traces his finger across the archaic writing of a tattered grimoire, pausing every few moments to gaze out the window and lose himself in dreams of forgotten lore . . . knowledge . . . and power.

. . . Just another old sage, right? Well, maybe. But if your AD&D™ game includes features of the quest for knowledge and spell research, that character deep in concentration could be a magic-user — perhaps a magic-user in your campaign. How many dusty old tomes does that character have, and what help are they in the arcane life? Do they really bring the knowledge and power everyone seeks?

To begin finding the answer to that question, we must first roll up our sleeves and open the Ultimate Book of The Master to page 115, whereupon begins the section on spell research. *(Editor's note: The information in this article is presented in terms that are specific to magic-user characters. However, the same principles and procedures can be applied to spell research by a cleric, as long as the proper changes are made, such as substituting wisdom for intelligence when determining the chance of successful research.)* In summary, here is what the book has to say:

It is possible for a spell caster to obtain, through study and research, spells already existing in the Players Handbook, or others that may be devised by the character. In both cases, the chance of successfully researching and "manufacturing" the new spell depends on the intelligence and the experience level of the character, the level of the spell being researched or created, and the time and money invested in the attempt.

The amount of gold that must be spent varies with the level of spell being researched and the time the character is willing to spend. It is possible to increase the chance of success by spending more gold, according to these formulae:

Basic cost of research:

200 gp / spell level / week of work

Additional cost of materials:

100 to 400 gp / spell level / week of work

Details for delving into magical research

by Bruce Heard

If the character does not possess or have access to a library, then 2,000 gp — 10 times the basic cost — will have to be spent, per spell level per week of research. The basic cost generally represents the scrolls and books you (the character) must buy during your research. But the DMG does not say what the value and the components of the library are and what specific benefit a library can bring.

Initial preparation of materials and basic research must go on for a certain time before there is any chance of being successful. This time is always at least a number of weeks equal to the level of the spell being researched, plus one. The chance of success can be checked on a weekly basis after the minimum research period is over; if the character does not succeed in mastering the new spell, the success chance can be re-checked every week thereafter as long as his research has continued, uninterrupted, in the meantime.

Basic chance of success: 10% (unmodified)

Plus researcher's intelligence,

Plus researcher's experience level,

Minus twice the level of the spell.

This formula gives the chance of successful research at the end of each week of work, once the minimum research time has been spent. The basic 10% chance of success can be increased up to a maximum of 50% by spending more gold, at the rate of 2,000 gp per spell level for each 10% increase in the base chance.

Example: A Sorcerer (9th-level magic-user) tries to research a 5th-level spell, and is determined to spend enough gold to give him (he hopes) the best possible chance of success. He has an intelligence score of 17 and owns a library. He must undergo six weeks of research before the DM will make the first check to see if he succeeds. During that time, he will spend a base cost of 1,000 gp per week (200 x spell level), plus anywhere from 500 to 2,000 gp additional each week for materials, and he must spend at least another 8,000 gp during the research period to raise the basic success chance from 10% to 50%. Thus, by spending at least 17,000 gp — perhaps as much as 26,000 gp, or even more — he can maximize his chance of having success on the first check at the end of six weeks. That chance is computed as follows:

$$50\% \text{ (highest base chance possible)} + 17 \text{ (intelligence)} \\ + 9 \text{ (experience level)} - 10 \text{ (spell level} \times 2) = 66\%$$

So much for the official rules. What the DMG does not say is how to get an acceptable library, what benefit is realized from all the gold spent during research, and the difference between searching for a spell that already exists (as given in the Players Handbook) and one a magic-user is trying to create (that does not already exist in the rules).

Logically, it should be easier to find clues about spells already existing in the Players Handbook than about those a player is attempting to create from scratch. This is because the "standard" spells are already known by and being used by other spell casters; thus, it is obviously easier to find information about them than about spells that do not yet exist. To take account of this difference, it would be good to increase the basic cost of research to 600 gp (instead of 200 gp) per spell level, and use three times the spell level (instead of two times) as a subtraction to the chance of success when researching a "non-standard" spell.

Using these suggestions, the example given above would change in these ways: The sorcerer's base cost would be 3,000 gp per week (600 x spell level), and he would have to spend at least 29,000 gp in the six-week minimum research period (instead of "only" 17,000 gp) to retain the maximum chance for success. If he spends the necessary amount of gold, his success chance would be computed as:

$$50\% + 17 + 9 - 15 \text{ (spell level} \times 3) = 61\%$$

Creating a library

As the power of the spell being researched increases, the importance and expense of the library increases accordingly. For a library of minimum value, 2,000 gp must be invested. This will allow research on first-level spells; by spending a cumulative 2,000 gp per spell level above the first, added to the minimum needed for the next lower level, the library can be built up to allow research of higher-level spells. A library suitable for research of 2nd-level spells must have a value of 4,000 gp; for 3rd-level spells, 8,000 gp (4,000 + 2,000 x 2 levels above 1st); for 4th-level spells, 14,000 gp (8,000 + 2,000 x 3 levels above 1st); and so on up to a library of at least 74,000 gp value, which is suitable for researching spells of 9th level.

Having a library of sufficient size does not allow a character to undertake spell research without paying the basic cost. However, at the end of each week of study, the basic cost paid during that time can be added to the value of the library, since the basic-cost expenses correspond to the purchase of new books. If a character has a library of a value higher than the minimum value required for a certain spell, the base chance of success will increase at a rate of 1% for each increment of (2,000 gp x spell level) that the library value exceeds the minimum — but, as always, the base chance of success can never be raised higher than 50%. For example, a magic-user has a library worth 72,000 gp, which is 50,000 gp higher than needed to conduct research on a 5th-level spell. He will receive a bonus of 1% per (2,000 gp x 5) over the minimum, or a total bonus of 5% to his base chance of success. If he wanted to research a 1st-level spell, his valuable library would give him a bonus of 1% per (2,000 gp x 1), or 25%.

If a character is attempting to create a new spell, the minimum value of the library needed should be raised by one level; to research a 5th-level spell already existing in the *Players Handbook*, a library valued at 22,000 gp is required. If the 5th-level spell being researched does not already exist, the library must be worth at least 32,000 gp, which is the minimum for a standard 6th-level spell. Conversely, a 22,000 gp library would only allow the creation of a new 4th-level spell instead of an existing 5th-level one. There are other ways to increase the value of one's library. When a magic-user character goes through training to get to a higher level of experience, that character will be able to keep 1-10% of the training cost paid to his master and add it to the value of his own library. This represents the value of the books the student is allowed to keep after his training is over. This variable amount may be determined randomly, or it may be assigned by the DM according to the character's efforts and behavior, both while adventuring and during training. An award of 1% (or perhaps even no award at all) would be the result of poor performance, and 10% would be the amount given to a character of exemplary conduct and dedication to his profession.

Note: A character's spell books do not count in the value of his library.



Purchasing books

When a magic-user goes on a book-buying spree, the following tables can be used to determine the number of books purchased, their prices, and their functions.

Gold No. of Value of each book, in its spent books percentage of total spent

200 1	Book A, 100% of amount
400 2	Book A, 10%-40%; B, balance
800 3	Book A, 10%-40%; B, 10%-40%; C, balance
1,600 4	Book A, 10%-40%; B, 1%-20%; C, 1%-20%; D, balance
3,200 5	Book A, 10%-40%; B, 1%-20%; C, 1%-20%; D, 1%-12%; E, balance
6,400 6	Book A, 10%-40%; B, 1%-20%; C, 1%-12%; D, 1%-12%; E, 1%-12%; F, balance
6,401 + 7	Book A, 10%-40%; B, 1%-12%; C, 1%-12%; D, 1%-12%; E, 1%-12%; F, 1%-12%; G, balance

Gold spent is the total value of the investment in gold. Read the entries as "from 1 to 200, 201 to 400," etc. An investment can come from a direct purchase, or be a training cost or research expense.

Number of books is how many a magic-user can purchase for the given amount of gold. The DM may choose to adjust the number of books that can be purchased with a certain amount of gold; if so, use the corresponding entry to determine "Value of each book."

Value of each book is determined by assigning letter designations (A, B, C, etc.) to the books and then rolling dice to arrive at a value for each one. For example, if the purchaser invests 600 gp and finds 3 books, the first one (Book A) will cost 10% to 40% (1d4) of the 600 gp; Book B will also cost 10%-40% of the gold spent; and Book C will cost whatever is left of the gold spent, in this case anywhere from 20% to 80% of the original 600 gp.

It takes time to find books that are valuable in spell research. If a magic-user is simply shopping around, trying to build up his library but not being currently involved in actual spell research, it will take one week per 1,000 gp being invested to locate and purchase the desired books. (This assumes that the purchaser is in a big city with one or more large bookshops, or that the purchaser has made connections with an NPC who owns a large library and may be willing to sell certain books for a fair price.)

The magic-user will also improve the value and size of his library during the spell research process, at the set rate which is dictated by the basic cost of research. It is assumed in these cases that the researcher's effort to locate new books is part of the research process itself; spending the basic cost of research by going shopping for new books does not constitute an interruption in research. Example: If a magic-user who already owns a library is researching a "known" 4th-level spell, his basic cost of research is 800 gp per week. For this expenditure, he will find three new books per week, and after determining their value and their nature, he may add them to his library.

Also, it is quite possible to find some of these books during adventures, in which case the above table can be disregarded. Some of these books can be a treasure by themselves.

The extensive table below gives titles and authors of books that may be found, all concerning "known" spells (those which are in the *Players Handbook* or which have been described in past issues of *DRAGON® Magazine*). The only "known" spells not mentioned in the contents of these books are *read magic* and *read illusionist magic* (from issue #66 of *DRAGON Magazine*), since a spell caster will always know one or the other of these as a result of his training.

There is a 3% chance per 100 gp of value of a book that it will contain an important clue to a spell. If this is the case, the researcher receives a bonus of 1-10% on his basic chance of success in researching that particular spell. The clue will concern one of the spells listed for the book in question, chosen at random.

In the lists that follow, many spells are accompanied by one or more superscript numbers (like this one¹). These numbers identify spells from past issues of DRAGON Magazine, as follows:

- 1: Official illusionist spells from issue #66.
- 2: Official magic-user spells from issue #67.
- 3: Official magic-user spells from issue #68.
- 4: Unofficial magic-user spells described in "Pages from the Mages," issue #62.
- 5: Unofficial magic-user spells described in "More Pages from the Mages," issue #69.
- 6: Existing magic-user spells described for illusionists in issue #66.
- 7: Existing illusionist spells described for magic-users in issue #67.

d % roll	Title and author of book, spells described within
01-02	"Idioms & Rare Cryptographs" by Elminster (message, write, illusionary script, tongues, audible glamer, magic mouth)
03	"Legendry of Phantoms and Ghosts" by Evard (phantom armor ¹ , phantom steed ¹ , phantom wind ¹ , Evard's black tentacle ² , wraithform ¹)
04	"Lore of Subtle Communication" by Tasha (ventriloquism, message, comprehend languages, legend lore, Tasha's uncontrollable hideous laughter ²)
05-06	"Ancient Cryptomancy" by Phandal (sending ³ , wizard mark ² , secret page ² , sepia snake sigil ²)
07-08	Extreme Powers of Observation" by Kwalish (detect magic, detect illusion ⁷ , identify, detect invisibility, glassee, locate object)
09	"Eyes, Vision, and Arcane Sight" by Alphon (infravision, clairvoyance, blur, vision, blindness, wizard eye, eyebite ³ , ultravision ^{1 2})
10	"Theories on Perception" by Kuroth (detect evil, clairaudience, true sight, deafness)
11-12	"Manual Powers Beyond the Life" by Bigby (burning hands, Bigby's interposing hand, Bigby's forceful hand, Bigby's grasping hand, Bigby's crushing hand, Bigby's clenched fist)
13	"The Seven Skies of The Universe" by Casimur (gust of wind, whispering wind, rainbow pattern ¹ , precipitation ² , cloudburst ² , wind wall ²)
14-15	"The Forgotten Arts of Oratory Magnetism" by Leomund (fascinate ¹ , taunt ² , irritation ² , truename ³ , Leomund's lamentable belabourment ³)
16	"Theory of the Invisible Forces" by Tenser (push, unseen servant, strength, Tenser's floating disc)
17-18	"Displacements and Modelling the Milieu" by Thurl (shatter, enlarge, mending, stone shape, massmorph)
19	"Creation and Modification of Matter" by Caterpillar (move earth, dig, telekinesis, statue)
20-21	"Influence on Solid Corpus" by Mentor (fool's gold, transmute rock to mud, stone to flesh, plant growth, animal growth, shape change)
22	"Subconscious Repercussions of Pyromancy" by Quaal (fire trap, wall of fire, firewater ² , flaming sphere ²)
23-24	"Dissimulation and Obscuration" by Tzunk (blink, invisibility invisibility 10' radius, improved invisibility darkness, continual darkness, vacancy ¹ , avoidance ³ , mass invisibility)
25-26	"Life of Nature, Its Secrets" by Caligarde (feather fall, levitate, spider climb, web, fly, mount ² , Caligarde's claw ⁵ , bind ²)
27	"Alterations of Tangibles and Intangibles" by Yagrax (melt ² , transmute water to dust ³ , item ² , material ² , fabricate ³ , crystalbrittle ³)

28	"Encyclopaedia of the Non-Substances" by Asmiak (erase, non-detection, misdirection, improved phantasmal force)
29-30	"Components and Reactions of Phosphorus" by Daern (affect normal fires, dancing lights, fire charm, fireball, delayed blast fireball, incendiary cloud)
31	"Legendry of Great Arms and Fabulous Heroes" by Kas (armor ² , phantom armor ¹ , stoneskin ² , protection from normal missiles, shield, forcecage ³)
32	"Sulphur, Influence and Actions" by Arbane (pyrotechnics, flame arrow, fire charm, fire shield)
33-34	"Tome on Influences and Suggestions" by Arunsun (charm person, ray of enfeeblement, scare, suggestion, antipathy/sympathy, mass suggestion)
35	"The Multiple Applications of Perceptomancy" by Laeral (alarm ² , detect illusion ⁷ , mislead, dream ¹ , dolor ³ , sequester ³ , Laeral's dancing dweomer ⁵)
36	"Occult Magnetism" by Nolzur (friends, hold person, charm monster, hold monster, charm plants, mass charm)
37-38	"Arcane Manipulations of the Entourage" by Otto (sleep, scare, fumble, geas, Otto's irresistible dance, confusion)
39	"The Deep Fears of Humanity" by Hallo-ene (shout ² , spook ¹ , scare, fear, chaos)
40-41	"Art of Communications and Sigils" by Flamsterd (explosive runes, power word stun, power word kill, power word blind, symbol)
42	"Echo & Resonance of the Great Void" by Whisper (find familiar, monster summoning I - V)
43	"The Foundations of Secret Authority" by Ill-Oominoty (binding ³ , demand ³ , tormeng ³ , dismissal ³)
44-45	"Epic Saga of the Great Conjurers" by Mordenkainen (Mordenkainen's faithful hound, conjure animals, monster summoning VI, cacodemon)
46	"Repertoire of Illustrious Conjurations" by Drawmij (conjure elemental, Drawmij's instant summons, monster summoning VII, summon shadow, invisible stalker, guards and wards)
47	"Architecture" by Leomund & Mordenkainen (Leomund's secure shelter ² , Leomund's tiny hut, forcecage ³ , Mordenkainen's magnificent mansion ³)
48-49	"Doors and Passages of Parallel Worlds" by Lethchauntos (hold portal, knock, jump, wizard lock)
50	"Theories on Converging Transitions" by Lhegrand (dimension door, passwall, gate)
51	"The Unknown Movements of the Universe" by Arnd (run ² , shadow walk, teleport without error ³ , succor ³ , vanish)
52	"Thesis on Conditional Ruptures" by Archveult (teleport, phase door, shadow door, maze, Archveult's Skybolt ⁵)
53	"Luminescence and Coloration" by Nchaser & Tulrun (light, color spray, continual light, darkness 15' radius, prismatic spray, project image, projected image, chromatic orb ¹ , Nchaser's glowing globe ⁴ , Tulrun's tracer ⁵)
54	"Spherogenesis of the Multiverses" by Otiluke (Otiluke's resilient sphere ² , Otiluke's telekinetic sphere ³ , Otiluke's freezing sphere, globe of invulnerability, flaming sphere ² , prismatic sphere)
55	"The Powers of the Spiritual Will" by Phrandjas (emotion, chaos, feeblemind, confusion)

- 56 "The Transcendental Impenetrabilities" by Leomund
(Leomund's tiny hut, minor globe of invulnerability,
globe of invulnerability prismatic sphere)
- 57 "Cosmogony of Magnetic Fluids" by Mordenkainen
(chain lightning³, volley³, energy drain³, Mordenkainen's
disjunction³)
- 8-59 "Arcane Resistance of Dwarves and Halflings" by Serten
(dispel magic⁶, remove curse, Serten's spell immunity,
anti-magic shell, dispel illusion⁷, dispel exhaustion)
- 60 "Manual of Magnetic and Electric Waves" by Gee-Eeh
(shocking grasp, lightning bolt, repulsion, reverse
gravity)
- 61 "The Dark Sides of the Memory" by Mordenkainen
(banishment³, Mordenkainen's lucubration³,
ensnarement³, contingency³)
- 62-63 "Treatise on Cabalistic Protections" by Krest
(protection from evil, shield, protection from evil 10'
radius, protection from normal missiles)
- 64 "The Trance of the Intellect" by Aspirin
(feign death, contact other plane, limited wish, wish)
- 65 "The Representations of the Sentient Plane" by Rialissom
(phantasmagoria¹, weird¹, mirage arcane¹, advanced
illusion¹, delude¹)
- 66-67 "Intelligence and Intuitive Domination" by Zagy
(ESP, trap the soul, spiritwrack, magic jar)
- 68-69 "Arcane Puissance of the Memory" by Rary
(Rary's mnemonic enhancer, forget, mind blank,
hypnotic pattern)
- 70 "The Origins of the Hour Glass Symbology" by Nulathoe
(preserve², tempus fugit¹, Nulathoe's ninemen⁴, haste)
- 71-72 "Variations on the Visual Perception" by Mhzentul
(hypnotism, hallucinatory terrain, paralyzation, veil)
- 73 "Mental Impressions of the Retina" by Johydee
(phantasmal force, improved phantasmal force,
permanent illusion, programmed illusion)
- 74 "Treatise of Sublimated Oneiromancy" by Tasirin
(sleep, dream¹, feign death, Tasirin's haunted sleep⁵)
- 75-76 "Theory of Occult Visual Shock" by Ye'Cind
(fear, minor creation, phantasmal killer, major creation)
- 77-78 "Libram of the Great Paravirtual Emanations" by Nystul
(Nystul's magic aura, shadow magic, demi-shadow
magic, shades, Leomund's trap)
- 79 "The Minds of The Unknown" by Lum
(feeblemind, mind blank, dismind⁵, forget)
- 80-81 "Repertoire of Subconscious Apparitions" by Gaxx
(spectral force, shadow monsters, demi-shadow
monsters, simulacrum)
- 82 "Thesis on the Planes of Anti-Matter" by Leomund
(rope trick, distance distortion, astral spell, disintegrate,
Leomund's secret chest, duo-dimension, deeppockets²)
- 83-84 "Clouds and Fog" by Dahlver-Nar
(stinking cloud, fog cloud, cloudkill, wall of fog,
death fog¹, solid fog¹)
- 85-86 "Gazette of the Norse Climates" by Otiluke
(gust of wind, ice storm, control weather, Otiluke's
freezing sphere, cone of cold, wall of ice)
- 87 "Science of Temporal Waves" by Leuk-0
(haste, slow, extension I - III, permanency)
- 88-89 "Tome of Studies on the Fourth Dimension" by Seik-O
(temporal stasis, time stop, imprisonment)
- 90-91 "Occult Observations on Fluids" by Koorz
(water breathing, airy water, lower water, part-water,
sink³, grease², Spendelarde's chaser⁵)
- 92 "Evolution of the Arcane Will Power" by Tenser
(polymorph self polymorph other, polymorph any
object, Tenser's transformation)
- 93-94 "Alterations of the Intrinsic Absolutes" by Math
(change self, alter reality, massmorph, shape change,
alter self¹)
- 95-96 "The Bricks of the Spiritual Fortification" by Webster
(wind wall², wall of fire, wall of force, wall of iron,
wall of stone, prismatic wall, glassteel)

- 97 "Ordinary Necromancy" by Vecna
(animate dead, death spell, reincarnation, clone)
- 98 "The Weapons of the Ether" by Melf & Mordenkainen
(whip², Melf's acid arrow², magic missile, enchant an
item, enchanted weapon, Mordenkainen's sword)
- 99 "Treatise of Universal Astronomy" by Melf
(Melf's minute meteor², meteor swarm, fireball)
- 00 "Inexplicable Reflections" by Bucknard
(mirror image, magic mirror¹, gaze reflection)

Many of these authors' names will be familiar to the student of magic; however, a character who obtains one of these volumes would be incorrect in assuming that the book was written by the person of the same name who devised a certain spell or spells. In most cases, the authors are merely distant relatives of their more famous namesakes, and in some cases they may not be related at all. With imagination, a DM could easily devise a list that contained dozens more books of this type — and perhaps someday a character who creates an entirely new spell will himself become the author of a book on that type of magic.

If a character acquires two books of the same title, the second and subsequent books will have volume numbers (Vol. II, Vol. III, etc.), and the basic chance for success when researching any spell mentioned in more than one volume goes up by 3% per new volume. Each new volume has the same chance of containing an important clue (3% per 100 gp value) as the original volume did.

If an extremely valuable book is located, the chance of it having an important clue may be 100% or more. (This will be true of any book with a value of more than 3,333 gp.) In such a case, the character receives one clue automatically, and has a chance of finding a second clue in the same book, equal to the amount by which the "clue chance" exceeds 100%. Optionally, the DM may divide the "clue chance" in half and assign equal probabilities to finding the first and second clues; for a book with a 110% chance of containing clues, it could be ruled that there is a 55% chance of finding the first clue and likewise a 55% chance of finding the second clue. In the long run, this method is much more charitable to the researcher.

Some of these books contain spells usable only by illusionists. If a magic-user gets a book containing clues on illusionist spells (or vice versa), he will not find the clue(s) and will believe the book has no particular value to him. However, the magic-user or illusionist will recognize the book as one useful to a member of the other class, and may be able to sell the book at an agreed-upon price to a bookshop or a member of the appropriate class. When a spell caster buys a book, he is not able to discern its true title and contents at first glance; he will know only that the book has something to do with the creation or preparation of one or more magic spells. Only after purchasing it and concentrating on its contents will he be able to determine a book's true nature. When it is not part of the actual research process, studying a book to find out its nature will take 1d10 days per 1,000 gp of the book's value. Since this activity takes place outside of the actual research process, there is no penalty if a character desires or is forced to interrupt the studying.

If a character obtains a book during the actual research process (as part of the basic cost of research), he may subsequently discover that the book contains no specific information on the spell he is trying to research. However, the book will still be of some benefit; examining it will at least give the researcher some idea on how — or how *not* — to proceed.

Appraising a book's value

When a character makes a direct purchase, especially from an NPC, or when two player characters want to sell or exchange books, the following optional appraisal system can be used.

A seller always knows how much he expects to get for a book. This amount may be its actual value (as determined by the table given earlier), or it may be somewhat higher than that figure, if the seller is greedy or ornery or if the buyer has offended him in some way. The buyer has to appraise a book to get a good idea (or what he considers a good idea) of its value. It takes at least 10 rounds of

examination before a buyer can come up with a decent appraisal; for every round less than 10 that he takes to examine the purchase, there is a 10% penalty to his chance of appraising it accurately.

A buyer's Appraisal Score, figured separately for each book being examined, is equal to $(1d4 \times 10) +$ his intelligence + his experience level, expressed as a percentage. Only one appraisal attempt can be made for a single book, and only a member of a spell-using class can successfully appraise a book's value. (This would include rangers and paladins, if they are of sufficient level to cast spells.) "Experience level" refers to the buyer's level as a spell caster. Sages and professional booksellers can also appraise books, and are considered to do so at level 5, plus one level for each 5 years of age that character has over 50. (It can be seen from this that there is practically no way to "put one over" on an experienced elven bookseller.)

When the buyer's Appraisal Score is determined for the book in question, the DM rolls percentile dice, adding 10 to the result for every round less than 10 that the buyer spent examining his purchase. If the result of the roll (including modifications, if any) is equal to or less than the Appraisal Score, the buyer has exactly assessed the true value of the book — and the seller will know that the buyer knows what he's talking about. If the result is greater than the Appraisal Score, the buyer's estimation is in error, and the difference between the numbers indicates the degree of error as a percentage of the book's actual value. If the difference is odd, the appraisal is low; if the difference is even, the appraisal is high. If this difference is greater than 50, or if the result of the dice roll (plus modifications) is 100 or greater, the buyer's appraisal is a total failure, and he will agree to pay the price asked by the seller or else not purchase the book at all.

Example: A buyer has an Appraisal Score of 55, and the result of the dice roll is 80. The difference is 25, which means that the buyer appraises the value of the book at 25% less than its actual value — and that is where the dickering will start.

Of course, the use of magic can alter the outcome of a confrontation between seller and buyer. A *charm* spell or similar magic could force the seller to propose an acceptable price or to give out the title or the clues he found in this book (if the seller is a spell caster). Hypnotizing a seller or a buyer could permit the spell-user to cheat or practically steal from the other character, or at the least get accurate information on the book. Using a *true sight* spell or similar means will not reveal the exact nature of a book, but will allow an exact appraisal of its value. *ESP* can greatly help to figure out if a buyer or seller is trying to cheat. *Legend lore*, if used to try to identify the author or the title of a book, can be cast in 1–4 turns, but the answer will remain cryptic, and the spell will not give any information at all if the book is not worth more than 100 gp (at least you know the book is cheap if you get no answer!). Otherwise, a *legend lore* spell will not help in appraising the value of a book. Obviously, a *wish*, *limited wish*, or *alter reality* spell is powerful enough to identify and appraise a book . . . but the consequences could prove to be more costly than the benefit.

Because there are so many variables involved that cannot be set down in the form of rules, every book-selling situation is bound to be different. But here is an example of how things might go in one instance:

Nine-Fingers the thief recently stole an old book that he thinks could be worth a lot to the local sage. It is in fact worth 800 gp, but the thief has no way of knowing this and has decided on a price of 1,000 gp, figuring that will represent a tidy return on his "investment" if he is able to get the sage to pay it. The sage is 65 years old and has an intelligence of 17. The DM rolls a 3 on 1d4 and figures his Appraisal Score as follows:

$$30 + 17 + 8 = 55\%$$

The DM rolls a 78 on percentile dice, meaning that the sage makes an inaccurate appraisal with an error of 23% on the low side; he estimates the book to be worth 800 gp minus 23% of 800, or 616 gp. Now the arguing begins. Since one of the sage's personal traits is greed, and the thief is in a hurry to get rid of the "hot" book (a fact which the sage suspects to be true), the sage makes an initial offer of 500 gp and the thief ends up letting it go for 550 gp — not

without many whines and pleas on both sides. Several days later, after studying the book at more length, the sage comes to a realization of its actual value and decides he didn't make such a bad deal. And since the thief had no way to appraise the true value of the book in the first place, he goes away thinking that he just made some easy money.

Appearance of the library

Players who enjoy detail could find it valuable to determine the appearance of each book. The term "book" is perhaps inaccurate, since a "book" could actually be a pile of scrolls enclosed in a small chest or in a tube, or parchments held between two flat slabs. The chest, tube, or slabs could be made of various types of wood, mineral; or metal, according to the price of the "book." The book itself or the containers of the scrolls could have decorations (knot-work, lattices, runes, symbols of alchemy, stars, moons, gargoyles, demons or other grinning faces, etc.) or be simply smooth or lacquered with a single color. The binding of a grimoire could range from regular leather to silk, velvet, or animal skins. Metal fittings or other decorations are also common (iron, bronze, silver, nacre, ivory, or gold could be used). The metal could be part of the protection or the decoration of the book.

Special books

Some of the books described below have special properties and are thus considered as magic items. It is possible to buy them, but the buyer will not know the special nature of the book at the time of the sale. However, it is very uncommon for these books to be for sale. In most cases, these special books will only be discovered as part of a treasure hoard. If a random-determination method is desired, assign a 1% chance for any book found to be one of these special types. Of course, other types of special books can be fabricated by the DM; these should only be considered as examples.

d12 roll Book

- | | |
|-------|---|
| 1 | Books of the White Mages |
| 2-3 | Elfin book (written in elven language)* |
| 4-5 | Contains a scroll of 1 spell (level 1-4)* |
| 6-7 | Cursed tome |
| 8-9 | Contains a map to a treasure or dungeon* |
| 10-11 | Contains a spell (level 1-7) written in code* |
| 12 | Books of the Dark Powers |
- * — The book itself is not magical.

Books of the White Mages: Six of these books are known to exist. In addition to information on spells that they may contain, the Books of the White Mages are cursed to bring harm to characters of evil alignment who study them. A list of the books is given below, along with their xp/gp values. The first xp figure applies to a character who can be adversely affected by the book (evil characters for a good book, good characters for an evil book; see also Books of the Dark Powers). The basic gp value of each book varies according to random determination or the DM's judgment, which is why no basic gp values are given here. The second set of xp/gp figures is used for characters who are not harmed by the book; the amount of gold pieces after the plus sign is added to the original value of the book after the beneficiary has studied it completely and is aware of its special power. A character who can be harmed by the book will be aware of its special nature as soon as the harmful effect begins or is noticed, but that character will not benefit from an increase in the book's gp value. Characters of neutral alignment (with respect to good and evil) will not be harmed by either type of special book described herein.

- | | |
|---|--|
| 1 | Book of Hopeless Deeds (500 xp/. . .) (700 xp/+500 gp) |
| 2 | Book of the Bright Ages (750 xp/. . .) (1000 xp/+600 gp) |
| 3 | Tome of Saintly Sanity (750 xp/. . .) (1000 xp/+600 gp) |
| 4 | Book of the Blind (400 xp/. . .) (600 xp/+400 gp) |
| 5 | Runes of Possession (900 xp/. . .) (1500 xp/+800 gp) |
| 6 | History of Evil Mages and Apprentices (1000 xp/. . .) (2000 xp/+1000 gp) |

Book of Hopeless Deeds: After one week of study, an evil character suffers a -3 penalty on all his saving throws. This effect is permanent until a *restoration* or *limited wish* spell is used to counteract it.

Book of the Bright Ages: After one week of study, an evil character will begin to grow older at twice the normal rate. This effect lasts until a *limited wish* spell is used to counteract it.

Tome of Saintly Sanity: An evil character who studies this book has a 5% chance per day, cumulative, of contracting some form of insanity (see DMG, p. 83).

Book of the Blind: An evil character who studies this book will lose the use of his eyes at the end of one week of study. A *cure blindness* spell will get rid of the affliction for 1-4 days; a *remove curse* spell will bring back the character's sight permanently.

Runes of Possession: This type of book has a magical intelligence. An evil character who studies it for as much as one week must save vs. spell at -2 each day thereafter or be possessed by the book. The effect of possession is similar to a *quest* spell, forcing the owner to attempt to make amends for all the evil acts he has performed. Each time a major act of evil is undone (DM's discretion as to what "major" is), the owner is entitled to a saving throw vs. spell to see if he is freed from the possession. If the possession is neutralized by some magical means, the owner will be freed but will lose 10,000 xp or one level of experience, whichever is greater.

History of Evil Mages and Apprentices: After one week of studying this book, an evil owner must save vs. spell at -2 every week thereafter or be imprisoned in the book in a manner similar to a *magic jar* spell. A brief recounting of the owner's life and times will then appear on one or more of the book's blank pages. (Other previous owners are described on other pages; their life essences are also held within the book.) A single owner can be released from this captivity by a *limited wish* or *alter reality* spell. If the book is burned, damaged, or destroyed by non-magical means, the trapped characters are still imprisoned within the remains, and now cannot be released singly by anything short of a *wish* spell. If the book or its remains is burned, damaged, or destroyed by magical means, the captives will be released all at once, but each must roll less than his intelligence on d20 or be afflicted with some form of insanity.

Elfin book: These books are particularly valuable to elves and half-elves. When studied by a member of one of those races, the chance of finding an important clue to a spell is twice the normal amount.

Cursed tomes: These books can affect characters of any alignment. Generally, the owner of a cursed book can only be freed from the curse by getting rid of the book itself, and this can only be accomplished by a *remove curse* spell or something stronger (*limited wish*, etc.). Such a spell will either destroy the book outright, or negate its effect upon the owner (or the owner's library) and permit the book to be sold or traded like any other book, if the owner is successful in making a deal acceptable to a purchaser. The DM can use typical curses as described in the rules (such as those on p. 121 of the DMG), or can invent special curses, a few examples of which are offered here:

Poison pages: The owner must save vs. poison after each day of studying, or die. Some of these books do not require immediate saving throws, but their poison is addictive; if the owner stops studying the book, he must save vs. poison every week thereafter or lose one point of constitution upon each failed save. XP value 300.

Vampire book: The unlucky owner of this volume will lose one book at random per week, as the contents of his library are slowly drained by the vampire book. The books affected are left with blank pages, at the same time that these pages reappear in the vampire book. When another book is drained, the pages of the previously drained book disappear to make room for the new ones. However, the title and markings on the cover of the vampire book will not change, making it difficult and probably time-consuming for the owner to discover which book is doing the draining. After the owner of a vampire book notices that the contents of some of his books are disappearing, he may choose to conduct a search of his library to find the cause (assuming that he figures out what the cause is). He

must examine books individually to see if their contents match their covers, or to see if a book now contains writing drained from another book. This process takes one turn (10 minutes) per book examined, and the chance of locating the vampire book on any given turn is expressed as "one in x," where "x" is the number of books in the library that have not yet been searched. This can be a long and tedious endeavor for a character who owns a large library, and for the DM who must determine if and when the search is successful. (Depending on circumstances, a *detect magic* spell or other magical or psionic means may speed the search.) The vampire power will not function if the book is kept in a metal container by itself, or if it is stored at least 10 feet away from any other books. Its power is triggered 1-12 weeks after it is obtained. XP value 600.

Lore of demonkind: At the end of each week that this book is studied, there is a 10% chance, cumulative, that a demon will *gate* in and attempt to destroy the owner. The book will *gate* in a Type I demon if it is valued at 500 gp or less, a Type II demon if valued at 501 to 1,000 gp, a Type III demon if valued at 1,001 to 1,500 gp, and so on. XP value 300 for each 500 gp value of the book.

Spell written in code: If the owner of the book breaks the code and is able to use the spell he decodes, it can be added to his spell repertoire immediately. Breaking the code requires a minimum of 1d4 weeks of study, after which the owner must roll his experience level or less on d20. Failure to make this roll means that the code was not solved, and no further attempt will have a chance of succeeding until the owner attains the next highest experience level.

Books of the Dark Powers: These books will adversely affect good-aligned owners. They are basically the same as the Books of the White Mages, with appropriate name changes (History of Good Mages and Apprentices, Book of the Dark Ages, etc.).

Evil, good, or cursed books do not lose their original contents. Even if their adverse effects are triggered, they still contain information on spells and may be used in research just like other books, so long as the owner feels that the benefits they contain are good enough to offset their liabilities.

Living in a material world

Where and how to scrounge up spell components

by Michael Dobson



Dragon #81, p58

*"Fillet of a fenny snake,
In the cauldron boil and bake;
Eye of newt and toe of frog,
Wool of bat and tongue of dog,
Adder's fork and blind-worm's sting,
Lizard's leg and howlet's wing,
For a charm of powerful trouble,
Like a hell-broth boil and bubble."*

— Macbeth, Act IV, Scene I

Although the AD&D™ magic system does not require quite the same range of material spell components as did Macbeth's witches, what components it does require are often difficult to find and use in play. As a result, many Dungeon Masters may choose to ignore, omit, or just assume the presence of material spell components used by player and non-player characters.

The Players Handbook is of little help. It says only, "Material components for spells are assumed to be kept in the folds and small pockets of the spell caster's garb. Of course, some materials are too bulky, and in these cases the materials must be accounted for carefully. Also, some materials are rare, and these must be found and acquired by the spell user."

How are material spell components found and acquired? This is a problem not addressed in the rule books; as a result of that, this article is designed to supply the missing information. As with all other unofficial game additions, the DM should feel free to add to, subtract from, or otherwise modify this material.

In a world in which wizardry is relatively common, there must be places where spell materials can be bought. In some areas, the local Wizards' Guild might operate a private shop for its members; in smaller areas a witch or herbalist might sell selected items to the traveling sorcerer/adventurer. A well-equipped expedition outfitter might contract with a local witch or wizard to sell spell components. Alchemists, druids, cloistered clerics, and others might sell material spell components appropriate to their professions. The careful shopper could find many of the required items in local stores. And, some spell items are so common (a piece of rock, a bit of mud) that they can be had for the taking.

The magic shop

Magic shops are found in virtually all cities, in some towns, and occasionally in some dark wood or cave. (The latter are frequently run by witches, who also sell love potions and cures to the local peasants.) Some shops are private, selling only to members of a specific Wizards' Guild, or only to spell casters of selected alignments. Witches may have been persecuted, and therefore would not be inclined to trust or to deal easily with strangers.

Magic shops will normally carry the full range of material spell components for magic-user and illusionist spells. They will also carry cleric or druid spell components only when those spells are the same as magic-user or illusionist spells. They do not, as a rule, sell gemstones which are necessary for spell action (see the section on gems below), nor do they commonly sell items which must be fabricated (see the section on fabricated items).

The markup on material spell components for sale in magic shops is very high — often more than 1,000%. The sale price is either 10 times the sum of the costs of the components (see Table V for this information) or 10 gp per level of the spell, whichever is higher.

Items purchased in a magic store are pre-packaged and ready for immediate use. They are provided in a leather pouch, iron or glass flask, or small box as appropriate.

The following tables should be used to determine availability of material spell components:

Table I

The magic shop

Base chance to have component(s): 100%
Modifiers:

Subtract 10% for each spell level over 2nd (e.g., 5th level = -30%)

Add 10% for each level of the shop proprietor above 3rd (e.g., 5th level = +20%)

Subtract 30% if the spell is of a different class than the proprietor (e.g., buying cleric spell components in a shop run by a magic-user)

Adjust by level of rarity (Table II) and size of city/town (Table III)

Table II

Levels of rarity

Everyday.....	+30%
Common.....	.0%
Uncommon.....	-10%
Scarce.....	-20%
Rare.....	-40%
Very Rare.....	-60%

Table III

Size of city/town

Major city (20,000+).	+30%
Large city (10,000-19,999).....	+20%
Medium city (5,000-9,999).....	+10%
Large town (3,000-4,999).....	.0%
Medium town (2,000-2,999).....	-10%
Small town (1,000-1,999).....	-20%
Village (500-999).....	-30%
Hamlet (100-499).....	-40%
Crossroads (Less than 100).....	-50%

All results of 100% or more mean that the desired items are available in unlimited supply. Totals between 01% and 99% require the appropriate percentile roll; successive rolls are required if more than one of any particular item is desired. The first failed roll indicates that the supply of the item is exhausted. If the adjusted total is 0% or lower, then spell components are not available in any quantity.

Expedition outfitters

Most towns and cities have at least one store devoted to filling the needs of adventurers. Depending on the community, they might be known as expedition outfitters, general stores, or ships' chandlers. They stock a wide range of everyday items, including most of the basic equipment and supplies listed in the Players Handbook on pages 35-36. (Note that at such stores "the average costs will be higher because these traders are middle-men.")

From time to time, one of these stores may arrange a contract with a local magic-user or witch to provide material spell components for the needs of traveling adventurers. The base chance for such an arrangement is 50% adjusted by the size of the city/town (Table III), or as desired by the DM.

The chance of a store having particular material spell components is determined as for a magic shop, but at -30%. The level of the shop proprietor is replaced with the level of the witch/wizard supplying the store.

The price of material spell components purchased through one of these stores is 15 times the sum of the costs of the components (Table V) or 15 gp per level of the spell, whichever is higher. As with the magic shop, gems and fabricated items are normally not available; see the appropriate sections of this article.

Alchemist

The AD&D alchemist is a combination of chemist, bio-chemist, pharmacist, and magical researcher. Because of the nature of this work, the alchemist is frequently in the possession of material spell components. An alchemist may manufacture potions for a magic-user using the rules for costs and time as given in the Dungeon Masters Guide, pages 116-117. (Editor's note: See the BEST OF DRAGON® Vol. III anthology for an example of the alchemist described as a character class.) Although only magic-users of 7th level or higher may employ alchemists on a permanent basis, others may consult them for answers to specific questions related to their field of expertise.

Nearly all alchemists will be found in cities or large towns. They are part of a formal or semi-formal brotherhood. Their consulting rate is 100-150 gp per day. Some alchemists only consult, being primarily involved in their magical research. Others operate shops where a variety of alchemical and pharmaceutical substances, both magical and unmagical, can be obtained.

Alchemists who operate stores may also sell other material spell components. The base chance for such an arrangement is 50% adjusted by the size of the city/town (Table III), or as desired by the DM. The level of the "shop proprietor" is used as the level of the alchemist running the shop. As provided in Table I, subtract 30% if the components for the desired spell do not involve substances used in alchemy, or are not of spells usable by alchemists.

Prices are identical to those charged by expedition outfitters; see the preceding section of text.

Druids and temples

Druid spells and cleric spells normally require a smaller range of material spell components than magic-user spells and illusionist spells do.

A druidic order will normally be based in a grove or other natural setting. The members tend to have the full range of druid spell components (but of course only "borrowed" mistletoe), and make them available to druids, rangers, and bards who are part of their order or who tithe generously. Table V notes those items which can only or best be obtained from a druid. Druids may also deal with persons outside the faith; the chance of such an occurrence is 50% plus (or minus) the non-druid's charisma reaction adjustment, minus 10% for every alignment step the non-druid differs from true neutral.

Clerics would always prefer to deal with a temple to their deity when attempting to procure material components, but can also deal with a temple to an equivalent deity, in stature and alignment, or at a minimum with a temple of identical alignment.

Cleric spells normally require the use of a holy symbol, prayer beads, or similar devices. I recommend that it be assumed that 1st-level clerics receive one appropriately prepared and consecrated holy symbol as part of their ordination. Any other holy symbols or other such items will have to be either prepared by the cleric when he is able to cast the *holy symbol* spell (see issue #58 of DRAGON® Magazine), or be obtained from a temple of identical faith.

Another frequently required material spell component is holy (or unholy) water. This should be available at the listed Players Handbook cost from any temple of the appropriate alignment: a good church will produce holy water, an evil church unholy water, and a neutral church none at all.

Many temples will have clerical only spell components for sale, but will sell them only to clerics of appropriate alignment. The

base chance of a temple selling such components is 80% adjusted by the size of the city/town; all other factors are calculated as for a magic shop, with the level of the highest cleric used as the level of the "shop proprietor." Prices are 10 times the sum of the costs of the components or 10 gp/level of the spell, whichever is higher. A tithe, sacrifice, or large donation is advisable.

Gathering

A number of material spell components can most easily be obtained just by going out and gathering them. Anything not fabricated and not refined can be gathered.

To determine the chance of gathering a particular material spell component, use the following equation: a base chance of 100%, adjusted by the item's level of rarity times two, plus 1% for each day spent searching, plus 2% per day for each additional searcher beyond the first. Roll the adjusted chance once per day until the desired item is found, or the search is given up. If the chance to find the item is exactly 100%, it can be found after one full day's search (approximately 12 hours). For every 10% over 100%, the searching time drops by two hours. If the chance to find the item is 160%, then the item is found instantly.

The Dungeon Master should use discretion in determining whether a certain item can be gathered or not, based on his knowledge of the campaign area. If the spell caster insists on looking, roll the dice every day, but if the item is simply not to be found, the outcome is always negative regardless of what the dice read.

Gems

A large number of spells require gems, jewelry, or precious metals as part of the material component. There are two basic ways of obtaining such items: the spell caster may retain gems found during adventures, or he may purchase them from a jeweler, gem dealer, or (occasionally) a moneylender who assays and deals in precious stones.

In the case of many of the spells, the cost in gold pieces of the gems required is defined; otherwise the tables in the Dungeon Masters Guide, pp. 25-27, should be consulted for representative prices.

The chance of a particular dealer having the required gems is determined by the following formula: a base chance of 100%, adjusted by the rarity of the gem (see Table IV) and the size of the city/town, plus 20% if the shop is large, no adjustment if the shop is medium-sized, and minus 10% if the shop is small.

Powdered gems may be prepared by any gem dealer. If the spell caster wishes to have his own gems powdered by a jeweler, the cost is 10% of the value of the gem(s).

Gold and silver items can be made by goldsmiths and silversmiths; this is described in more detail in the section on fabricated items. Jewelers and moneylenders can provide certain gold items, including gold dust, gold coins, and some

fabricated items. Silversmiths can make the full range of silver items; so can many jewelers.

**Table IV
Gems**

Level of rarity of gems:

Ornamental stones	Common
Semi-precious stones	Uncommon
Fancy stones	Scarce/Rare *
Gem stones	Rare/Very Rare *

* - Within the categories of gems, some are noted as having a base price five times higher than average. These should be treated as being one rarity level higher than others in the same category.

Gems used in spells:

Agate	Ornamental/ Common
Amber	Fancy/Scarce
Amethyst (crushed)	Fancy/Scarce
Citrine	Semi-Precious/ Uncommon
Corundum	Gem/Rare
Diamond	Gem/Very Rare
Moonstone	Semi-Precious/ Uncommon
Opal, Black	Gem/Rare
Pearl	Fancy/Scarce
Pearl, Black (crushed)	Fancy/Rare
Ruby (powdered)	Gem/Very Rare
Sapphire, White	Gem/Rare
Topaz	Fancy/Scarce

Several spells call for a "large gem" or "a gem worth at least 5,000 gp." These should always be treated as Gem Stones (Rare), except those of 5,000 gp or greater value, which should be treated as Gem Stones (Very Rare).

Going shopping

Of course, not all communities have a magic store, or an alchemist, or even an expedition outfitter. Not all stores which do carry material spell components as such will have all the items in stock that a spell caster may desire. In addition, as noted, the prices that magic dealers charge is well in excess of the going prices on the open market.

The following table is a master list of material spell components, their level of rarity, their "normal" cost (perhaps subject to change based on demand or availability), and a list of shops or other sources where they might be obtained. Not all communities will have all the various types of stores listed; some will have stores not listed. If a player wishes to attempt to buy material spell components in a shop not described in the following table, the DM should allow it if, in his opinion, there is a reasonable chance that the shop might carry the desired item. Omitted from this list are gem stones, holy symbols, and fabricated items, all of which are discussed in other sections of this text.

The rarity of each item was determined assuming a temperate (European) climate and the proper season, especially for botanical products. If this does not describe your

campaign situation, the DM should adjust the rarity level and cost accordingly.

It will be necessary for the spell caster to purchase or obtain appropriate containers for the components, and to spend time preparing the mixtures for rapid casting. This should be a part of preparing and memorizing spells prior to an adventure. Failure to do this will substantially extend the spell casting times listed in the Players Handbook, which assume that the material spell components are ready and available.

Sources already described — magic shops, expedition outfitters, alchemist shops, druid orders, cleric temples, and jewelers — are not listed except when those stores are the optimum (or only) place to get a certain item.

The base chance for one of the listed stores to have the given component is 100%, adjusted by the item's level of rarity and the size of the city/town.

Table V
Material spell components

Acid, strong (Uncommon; 1 gp/oz.): alchemist, brickmaker, engraver, stonecutter
Acorns (Common; 5 cp/lb.): druid, gathering
Adder stomach (Scarce; 5 gp/ea.): magic shop
Alcohol, grain (Common; 1 gp/qt.): alchemist, barber, dyer, jeweler, painter, paper/ink maker, perfumer, physician, tanner
*Alkaline salts*¹ (Scarce; 5 gp/oz.): alchemist, gathering, physician
Alum (Uncommon; 1 gp/oz.): alchemist, barber, dyer, paper/ink maker, perfumer, physician
*Amaryllis (Hypoxis) stalk*² (Rare; 24 gpf doz.): botanist, druid, flower shop
Animal hoof, powdered (Uncommon; 1 gp/oz.): alchemist, physician, stable, veterinarian
Bag, tiny (Common; 15 sp/ea.): leatherworker, moneylender, tailor, tanner
Bark, tree / Bark chips (Common; 1 cp/lb.): carpenter, druid, gathering, lumber mill
Bat fur/Bat guano /Bat hairs (Scarce; 10 gp/oz.): gathering, magic shop
Bead, crystal or glass (Common; 5 sp/ea.): glassblower, jeweler
Beeswax (Everyday; 1 cp/oz.): beekeeper, bowyer/fletcher, food store
Bell, small (Uncommon; 20 gp/ea.): bellmaker, clockmaker, jeweler, musical instrument maker, smith
Berries, edible fresh (Common in season, 1 sp/lb.; Rare out of season, 15 gp/lb.): druid, food store, gathering
*Bitumen*³ (Uncommon; 5 gp/oz.): alchemist, barrelmaker, carpenter, shipmaker
Blood, black dragon (Very Rare; 500 gp/oz.): alchemist, magic shop
*Blood, human*⁴ (Rare; 100 gp/oz.): alchemist, druid, magic shop, physician
Blood, mammal (Uncommon; 1 gp/oz.): alchemist, butcher
Bone, powder or shard (Common; 1 gp/lb.): alchemist, butcher, magic shop, physician

Bone, powder or shard (Common; 1 gp/lb.): alchemist, butcher, magic shop, physician
Bone from undead (Rare; 50 gp/ea.): alchemist, magic shop
Brandy, drop (Common; 1 gp/pt.): tavern, winemaker
Brass dust (Common; 5 sp/oz.): armorer, smith, weapon maker
Brazier (Uncommon; 25 gp/ea.): candlemaker, smith, temple
*Bromine salts*⁵ (Scarce; 5 gp/oz.): alchemist, saltmaker
Bronze disc (Common; 15 sp/ea.): armorer, engraver, smith
Bull's horn, carved (Uncommon; 1 gp/ea.): carver, stable
Burrs (Everyday; 1 cp/oz.): gathering, stable
Butter (Everyday; 5 cp/lb.): dairy, farm, food store, tavern
Candles, various types (Everyday, 1 cp/ea., for tallow; Common, 1 sp/ea., for wax; Uncommon, 1-6 gp/ea., for special candles): candlemaker
Carbon (Common; 1 cp/oz.): candlemaker, paper/ink maker, smith
Carp, live miniature (Scarce; 1 sp/ea.): bait shop, fishmonger
Carrot, dried or powdered (Scarce; 1 sp/oz.): alchemist, food store, herbalist
*Castor beans*⁶ (Rare; 10 gp/oz.): alchemist, dyer, perfumer, physician
Caterpillar cocoon (Uncommon; 5 sp/ea.): druid, gathering, silkmaker
Chalk (Common; 1 sp/stick): quarry
Charcoal: see Carbon
Citric acid (lemon or lime juice) (Uncommon; 1 gp/pt.): food store
Clay (Common; 1 gp/lb.): artist/sculptor, brickmaker, potter
Cloth (Everyday; 1-10 gp/yd.): clothmaker, sailmaker, spinner, tailor, weaver
Club, oaken (Common; 1 gp/ea.): weapon shop, woodcarver
Coal (Common; 1 gp/lb.): brickmaker, quarry, smith
Cone, crystal or glass (Scarce; 10 gp/ea.): glassblower, jeweler
Copper piece (Everyday; 1 cp/ea.): moneylender
Copper wire, fine (Common; 1 gp/ft.): smith
Corn extract (Common; 2 sp/lb.): alchemist, food dealer, herbalist
Crickets, live (Uncommon; 1 gp/ea.): bait shop, gathering
Crystal (Uncommon; 1-10 gp/ea.): glassblower, jeweler
Dart (Common; 5 sp/ea.): weapon shop
Demon ichor (Type I, Very Rare, 500 gp/oz.; Type II, Very Rare, 750 gp/oz.; Type III, Very Rare, 1000 gp/oz.): alchemist, magic shop
Dirt (Everyday; free): gathering
Dirt, graveyard (Common; 1 gp/oz.): graveyard, temple
Down (Common; 1 sp/lb.): bowyer/fletcher, farm
Dragon bones (Rare; 500 gp/set): magic shop

Drum, small (Uncommon; 10 gp/ea.): musical instrument shop
Dung (Everyday; 1 gp/lb., packaged): stable
Dust (Everyday; free): gathering
Eagle eye (Rare; 20 gp/ea.): alchemist, magic shop
Egg, rotten (Uncommon; 1 cp/ea.): farm, food dealer
Eggshell (Common; 1 cp/ea.): farm, food dealer
Elixir made from the juice of dried plums and the oil of 5-8 beans of a castor plant (Rare; 50 gp/oz.): alchemist
Evergreen (Common; 1 sp/lb.): druid, lumber mill
Eyeshell, normal (Everyday; free): gathering
Eyeshell of basilisk, ki-rin, ogre mage, or other spell-using creature (Very Rare; 100 gp/ea.): alchemist, magic shop
Fan (Common; 1-6 gp/ea.): clothing store, tailor
Fat (Everyday; 1 cp/lb.): farm, food store, tavern
Feather, wing / White / owl (Common; Uncommon; 1-6 gp/ea.): farm, gathering, tailor
Feather, exotic (Scarce; 10-20 gp/ea.): clothing store, tailor
Firefly, live (Uncommon; 1 sp/ea.): gathering
Firefly, tail (Uncommon; 5 sp/ea.): magic shop
Fleece (Common; 1 gp/lb.): farm, fuller, tailor, weaver
*Flesh, human*⁷ (Rare; 50 gp/bit): alchemist, magic shop, physician
Flint (Common; 10 sp/ea.): armorer, candle maker, smith, tobaccoconist, weapon maker
Flower petal (Everyday; free): gathering
Flour, white (Common; 1 sp/lb.): food store, miller
Fool's gold: see Iron Pyrite
Fur (Common; 1-20 gp/skin): farm, fuller, furrier, tailor
Garlic (Common; 5 cp/bud): food store, herbalist, tavern
Gauze (Common; 1 sp/yd.): physician, weaver
Glass (Uncommon; 10 gp/sq. ft.): glassblower
Glove (Common; 1-6 gp/pr.): leatherworker, tailor
Glove, snakeskin (Scarce; 25 gp/pr.): tailor
Gold (Uncommon; price varies by weight and workmanship, base value 1 gp/1 gp wt.): goldsmith, jeweler, moneylender
Grain (Everyday; 1 sp/lb.): bakery, brewery, farm, food store, miller, stable, tavern
Granite, dust or block (Common; 1 sp/oz.): mason, quarry
Grasshopper hind legs (Uncommon; 5 sp/ea.): gathering, magic shop
*Gum arabic*⁸ (Uncommon; 2 gp/oz.): alchemist, bakery, candy maker, physician
Gut (Uncommon; 1 gp/yd.): butcher, musical instrument shop
Hairs from a strong animal (Common; 1 cp/bunch): gathering, stable

SPELL MECHANICS, MATERIAL COMPONENTS

Hammer, war (Common; 1 gp/ea.): weapon maker
Hawk eye (Scarce; 15 gp/ea.): alchemist, hawk, magic shop
Heart of a hen (Uncommon; 1 sp/ea.): butcher, farm
Herbs, various (Uncommon/Rare; 2-40 gp/oz.): alchemist, herbalist
Herring scales, powdered (Uncommon; 2 gp/oz.): alchemist, fishmonger, herbalist
Holly (Common; 5 sp/oz.): druid, gathering
Honey /honeycomb (Everyday; 1 sp/pt.): alchemist, beekeeper, farm, food store
Horn, carved (Uncommon; 1 gp/ea.): carver, stable
*Humus*⁹ (Common; 1 cp/lb.): farm
*Ice or snow*¹⁰ (Varies)
Incense (Common; 1 gp/stick): candle-maker, perfumer, temple
Inks, special (Scarce, 100-500 gp/oz.; Rare, 600-1000 gp/oz.): alchemist
Ink, normal or lead-based (Uncommon; 10 gp/oz.): alchemist, paper/ink maker
Iron, various shapes and sizes (Common 1-6 gp/ea.): smith, weapon maker
Iron pyrite (Uncommon; 5 gp/lb.): alchemist, magic shop
Jade circlet (Rare; 5000 gp): jeweler
Lampblack (Common; 3 cp/oz.): candle-maker, illuminator/scribe, painter, paper/ink maker
Lard (Common; 2 cp/lb.): farm, food store, tavern
Leaf (Everyday; free): gathering
Leaf from poison ivy, oak, or sumac (Common; 1 sp/ea.): druid, gathering
Leather loop (Common; 1-6 sp/ea.): leatherworker, tailor
Leather blessed by cleric (Uncommon; 100 gp/ea.): leatherworker or tailor + cleric/temple
Leek, crushed (Common; 5 cp/ea.): food store, tavern
Licorice root, shaving (Scarce; 15 sp/oz.): alchemist, food store, herbalist, physician, tavern
Lime, powdered or crushed (Uncommon 1 gp/lb.): alchemist, quarry, stonemason
Loam (Common; 1 gp/lb.): brickmaker, farm, foundry, quarry, smith
Lodestone (Rare; 25 gp/ea.): astronomer/navigator, chandler, magic shop
Magnets: see Lodestone
Mandrake root (Scarce; 15 sp/ea.): alchemist, herbalist, physician
Marble, polished (Uncommon; 1 gp/cu. in.): mason, quarry
Marigold (Common; 1 cp/ea.): druid, flower shop, gathering
Mercuric-nitric crystals (Rare; 50 gp/oz.): alchemist, physician
*Mercury*¹¹ (Scarce; 25 gp/oz.): alchemist, physician
Metal bar: rod, nail (Common; 1-6 cp/ea.): barrelmaker, carpenter, smith, weapon maker
Mica (Uncommon; 1 gp/cu. in.): mason, quarry
Milkfat, solidified (Common; 5 sp/pt.): dairy, food store

Mirror, silver (Uncommon; 20 gp/ea.): jeweler, silversmith
Mistletoe, borrowed (Uncommon; 10 sp/sprig): gathering
Mistletoe, greater (Scarce; as per Players Handbook)
Mithral plate (Rare; 50 gp/1gp wt.): armorer, jeweler, smith, weapon maker
*Moonseed plant*¹² (Scarce; 5 gp/ea.): druid, flower shop, herbalist
Mud (Everyday; free): gathering
Mushroom spores (Rare; 50 gp/oz.): alchemist, herbalist, physician
Nettle leaves, crushed (Uncommon; 10 gp/oz.): alchemist, druid, herbalist, physician
Nitre: see Saltpeter
Nut shells (Common; 1 sp/lb.): food store, gathering
Oak bark / leaf (Common; 1 sp/lb.): druid, gathering
Octopus (giant) tentacle (Rare; 50 gp/ea.): fishmonger
Oil (Common; 1 gp/flask): alchemist, candlemaker
Oil, sweet / oil refined from hickory and walnuts (Uncommon; 5 gp/flask): alchemist, bakery
Ointment of very rare mushroom powder, saffron and fat (Very Rare; 500 gp/oz.): alchemist, herbalist
Ointment of oil, poppy dust, and pink orchid essence (Rare; 150 gp/oz.): alchemist, herbalist
Paddle, wooden (Common; 1 sp/ea.): carpenter, woodcarver
Parchment (Common; 10 sp/sheet): illuminator, paper/ink maker, scribe
Peas, split dry (Common; 3 cp/lb.): food store
Phosphorus (Uncommon; 5 gp/oz.): alchemist, glassblower, physician
Pigments (Uncommon; 1-6 gp/oz.): alchemist, painter
Pine /pine cone (Common; 1 cp/ea.): druid, gathering
Pine tar (Common; 5 sp/pt.): alchemist, carpenter, painter, physician
Pins, silver (Uncommon; 1 sp/ea.): jeweler, silversmith
Pitch (Common; 5 sp/pt.): carpenter, painter, physician
Plant, green (Everyday; free): gathering
Plums, dried (Common; 2 cp/doz.): food store
Pork rind (Common; 5 cp/lb.): butcher, food store, tavern
Potion of heroism or superheroism (Rare; 500/700 gp/ea.): alchemist
Prayer beads / Prayer wheel / Prayer book (Common; 1-100 gp/ea.): temple
Prism, mineral (Uncommon; 5 gp/ea.): glassblower, jeweler
Quicksilver: see Mercury
Quartz, rock crystal, smoky quartz (Uncommon; 1-6 gp/ea.): glassblower, jeweler
Raisin (Common; 3 cp/lb.): food store
Ram's horn (Uncommon; 15 sp/ea.): farm
Reed (Common; 1 cp/lb.): gathering, mill, weaver

Resin (Common, 1 gp/oz. for ordinary sort; Uncommon, 5 gp/oz. for resin from camphor tree): alchemist, musical instrument shop, painter, paper/ink maker, physician
Rhubarb leaf, powdered (Uncommon; 5 sp/oz.): alchemist, herbalist
Roc eye (Very Rare; 500 gp/ea.): alchemist, magic shop
Rock (Everyday; free): gathering
Rod of amber, crystal, or glass (Uncommon; 15 gp/ea.): glassblower, jeweler
Rope (Common; 50' for 4 sp): expedition outfitter, ropemaker
Rose petals (Common; 1 sp/ea. rose): flower shop
Salt /Rock salt (Common; 1 gp/lb.): food store, herbalist
Saltpeter (Uncommon; 1 gp/oz.): stable, quarry
Sand, fine / colored (Uncommon; 1 gp/oz.): clockmaker, gathering
Scroll (Uncommon-Scarce; 10-60 gp/ea.): illuminator, paper/ink maker, scribe
Seashell (Common; 1 sp/ea.): fishmonger, gathering, jeweler
Sesame seeds (Uncommon; 2 gp/lb.): herbalist
Shamrock leaf (Uncommon; 5 sp/ea.): druid, gathering
Silk, various (Scarce; 50-300 gp/yard): clothier, tailor, trader/importer, weaver
Silver (Common; price varies by weight and workmanship): jeweler, silversmith
Sinew from strong animal (Uncommon; 1 gp/ea.): alchemist, butcher
Skunk cabbage leaves (Uncommon; 1 gp/cabbage): druid, gathering
Slug (giant) digestive juice (Rare; 50 gp/flask): alchemist
Smoke (Everyday; free): any fire source
Snake scales / skin / tongue (Scarce; 6-12 gp/ea.): alchemist, magic shop
Snow: see Ice and snow
Soot: see Lampblack
Spectre, essence of (Very Rare; 750 gp/oz.): alchemist, magic shop
*Spell books*¹⁴ (Rare; 1000 gp + 100 gp/spell level): magic shop
*Spell books, travelling*¹⁴ (Rare; 500 gp + 100 gp/spell level): magic shop
Spheres of crystal, glass, or mineral (Uncommon; 5 gp/ea.): glassblower, jeweler
Spider, live (Uncommon; 1 gp/ea.): gathering, magic shop
Spider web (Everyday; 1 gp/web): alchemist, gathering, magic shop
Squid (giant) tentacle (Rare; 50 gp/tentacle): fishmonger
Squid secretion (Rare; 50 gp/flask): alchemist
Stalactites (Scarce; 5 gp/ea.): gathering
Steel (Uncommon; 10-60 gp/sq. yd.): smith
Stone, small (Everyday; free): gathering
Stone, square chip (Common; 1 cp/ea.): mason, quarry
Straw (Common; 5 sp/bale): farm, stable
String, piece (Everyday; 1 cp/yard): clothing store, any craft shop, tailor, weaver
Stylus (Uncommon; 1 gp/ea.): engraver, paper/ink maker, scribe/illuminator

Sugar (Common; 1 gp/lb.): food store, herbalist, tavern
Sulphur (Uncommon; 1 gp/oz.): alchemist, physician
Sumac (Uncommon; 1 gp/oz.): druid, gathering
Talc (Uncommon; 1 gp/oz.): alchemist, beauty shop
Tallow (Common; 1 cp/lb.): candlemaker
Tea, herb (Uncommon; 1-6 gp/lb.): herbalist
Thread (Common; 1 sp/spool): clothing store, tailor
Thorns (Common; 1 sp/lb.): druid, gathering
Tort, minute (Common; 3sp/ea.): bakery
Tortoise/Turtle shell (Common; 3 sp/ea.): fishmonger, jeweler
Treacle (Common; 5 sp/qt.): alchemist, food store, physician, tavern
Twigs (Everyday; free): gathering
Umber hulk blood (Very Rare; 750 gp/flask): alchemist
Vampire dust (Very Rare; 1000 gp/oz.): alchemist, magic shop
Vellum (Rare; 50 gp/sheet): paper/ink maker, scribe/illuminator
Viz-million (Uncommon; 10 gp/oz.): alchemist, dyer, paper/ink maker
Vestments, clerical (Uncommon; 100-600 gp/set): tailor, temple
Vial (Common; 1 gp/ea.): alchemist, glassblower
Vinegar (Common; 5 cp/qt.): food store, tavern, wine shop
Water (Everyday; free): gathering
Wax (Common; 1 sp/lb.): candlemaker
Whitewash (Common; 1 gp/gal.): painter
Willow or other flexible wood (Common; 1 cp/yd.): carpenter, druid, gathering, lumber yard
Wood, small piece (Everyday; free): gathering
Wool (Common; 1 cp/oz. unwoven, 1-20 sp/yd. woven): farm, fuller, tailor, weaver
*Wychwood*¹⁵ (Uncommon; 5 gp/piece): druid
Yellow-tinted glass, crystal, or mica (Uncommon; 1-6 gp/ea.): glassblower, jeweler

- 1 — Alkaline salts are found in natural water and arid soils.
- 2 — Amaryllis (Hypoxis) stalks are native to southern Africa, and would be Uncommon in that climate. They are also known as "Belladonna lilies."
- 3 — Bitumen is obtained by distillation from coal or petroleum, and is occasionally found naturally.
- 4 — Human blood is actually not rare, but because its indiscriminate gathering is likely to cause trouble with the local authorities, it is a troublesome substance to obtain.
- 5 — Bromine salts are obtained from seawater, and are only Uncommon in the vicinity of the ocean.
- 6 — Castor beans are native to tropical Africa and Asia, and are Common in similar climates.

7 — Human flesh poses the same problem as human blood; see Note 4 above. Both can be "gathered" by the spell caster, of course, but watch out for alignment problems.

8 — Gum arabic is a gum resin exuded by various African trees of the genus *Acacia*. Because it travels well, and has many uses, it is only Uncommon.

9 — Humus is found in compost heaps. It is not made from chick peas.

10 — Ice or snow is Common or Everyday in appropriate climates, and unavailable without magic in other climates.

11 — Mercury has been known since ancient times, but was thought to have uses only in alchemy and medicine. It is also known as quicksilver (q.v.).

12 — Moonseed plants are found in moderate, temperate, European climates.

13 — For a pineal gland from human or humanoid creature, see Notes 4 and 7, above.

14 — Spell books and travelling spell books are treated in detail in issue #62 of DRAGON Magazine and the BEST OF DRAGON Vol. III anthology. If the spell caster desires to make his own, the cost will be the same.

15 — Wychwood is also known as Wytch Elm or Witch Elm, and is found in temperate climates.

Fabricated items

Certain material spell components must be specially made, either by skilled craftsmen or by the spell caster personally. The following table provides information on those components which must be fabricated, who can do the work, how much the work costs, and how long it will take. (*Editor's note: Tables VI, VII, and VIII hereafter include mentions of some spells that are not part of the AD&D rules, but which were described as official new spells in past issues of DRAGON Magazine. The issue in which each of those spell descriptions appears is indicated by the reference following the spell name.*)

Table VI
Fabricated material spell components

Augury (cleric): A set of gem-inlaid sticks. These sticks can be manufactured by a jeweler in 1-4 weeks at a cost of 500 gp per set.

Plane shift (cleric): A small, forked metal rod. Tuning forks can be made by a smith or musical instrument maker in 1-6 days for 25 gp, tuned.

Changestaff, #71 (druid): A staff of ash, oak, or yew wood made from the limb of a tree which had been struck by lightning within the past 24 hours. Obtaining the tree limb requires one full day of searching following a lightning storm. If your campaign has no system to determine the occurrence of such a storm, assume a 10% chance plus 1% per day, cumulative. There is a base 50% chance of finding such a tree. Searchers may be hired to help in this

search. Normal searchers add 10% to the chance for each additional person; their cost is determined as per the DMG, pg. 29. Druids or rangers add 25% per person, and cost 150 gp per day to hire. Having the limb carved into a staff will take a trained woodcarver 1 week + 1-6 days, and will cost 250 gp.

Levitate (magic-user): A piece of golden wire bent into a cup shape with a long shank on one end. A goldsmith can manufacture this in one day for a cost of 100 gp.

Deeppockets, #67 (magic-user): A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends. A tailor can manufacture this in one day at a cost of 100 gp.

Whip, #67 (magic-user): A small bit of silk braided into a miniature whip. A tailor can manufacture this in 1-3 days for a cost of 15 gp.

Clairaudience (magic-user): A small silver horn of 100 gp value. This can be manufactured by a silversmith in 7-12 days for 100 gp.

Tongues (magic-user): A small clay model of a ziggurat. This can be manufactured by a potter, sculptor, or mason for 100 gp in 7-12 days.

Melf's Minute Meteors, #67 (magic-user): A small golden tube, 1000 gp cost. This can be manufactured by a goldsmith or jeweler in 14-21 days for 1000 gp.

Dig (magic-user): Miniature shovel and tiny bucket. A smith, jeweler, or other craftsman can make these items in 1-3 days for 50 gp.

Rary's Mnemonic Enhancer (magic-user): An ivory plaque of at least 100 gp value. This can be carved by a jeweler, sculptor, or carver for 100 gp in 7-12 days.

Magic mirror, #67 (magic-user): A silver mirror of 1000 gp cost. This can be manufactured by a silversmith for 1000 gp in 14-21 days.

Leomund's Secret Chest (magic-user): An exceptionally well-crafted and expensive chest costing at least 5000 gp, and a tiny replica, perfect in every detail. The chance of finding a master craftsman capable of this work is 50% adjusted by the size of the city. The cost of doing the work is 5000 gp + (50-5000) gp. The replica costs 2500 gp + (25-2500) gp. The work will take 7-12 months.

Mordenkainen's Faithful Hound (magic-user): A tiny silver whistle. A silversmith can manufacture such a whistle in 7-12 days for 50 gp.

Sending, #68 (magic-user): Two tiny cylinders, each with one open end, connected by a short piece of copper wire. A smith can manufacture this device in 1-8 days for 50 gp.

Legend lore (magic-user): Strips of ivory formed in a rectangle. This can be made by a jeweler or sculptor in 1-3 days for 100 gp.

Project image (magic-user): A small replica (doll) of the magic-user. For 100% spell effectiveness, this doll should be prepared by a witch or magic-user, at a cost of 300 gp in 1-4 weeks. A sculptor or tailor could produce such a doll for 100 gp, but

SPELL MECHANICS, MATERIAL COMPONENTS

the spell would only have 50% effectiveness in terms of range and duration.

Repulsion (magic-user): A pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony. A skilled carver or craftsman could make this device in 7-14 days for 200 gp.

Spiritwrack (magic-user): An illuminated sheet of vellum. Although the final product of this spell must be personally produced by the magic-user, the vellum can be illuminated by a trained scribe in 7-14 days for 200 gp.

Contingency, #68 (magic-user): An elephant ivory statuette of the magic-user. This can be carved by a good sculptor in 1-4 weeks for 1500 gp.

Duo-dimension (magic-user): A thin, flat ivory likeness of the spell caster, gold filigreed, enameled, and gem-studded at a cost of 5000-10000 gp. This can be manufactured by a trained sculptor in 2-8 weeks at a cost of 5000 gp + (d6 x 1000) gp.

Mordenkainen's Sword (magic-user): A miniature platinum sword with grip and pommel of copper and zinc at a cost of 500 gp. A good smith could manufacture this in 1-4 weeks at the listed cost.

Mordenkainen's Magnificent Mansion, #68 (magic-user): A miniature portal carved from ivory. This can be carved by a jeweler, sculptor, or trained carver in 7-14 days for 250 gp.

Volley, #68 (magic-user): A bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut. A carpenter or musical instrument maker can build this in 1-6 days for 100 gp.

Bigby's Clenched Fist (magic-user): A small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. A smith can manufacture a set of brass knuckles in 1-6 days for 100 gp.

Hypnotic pattern (illusionist): A crystal rod filled with phosphorescent material. This can be made by a glassblower in 7-14 days for 300 gp.

Variable spells

Some spells have material components which vary with each casting. The spell caster should write down the material components to be used, and where he intends to get them, prior to casting. The DM, using the guidelines in the Players Handbook and this article, can then determine availability and costs, as well as the effectiveness of the proposed spell components. Expensive, rare, or particularly well-chosen materials should result in full (or even slightly improved) spell effectiveness; a half-hearted attempt to satisfy the material requirements should be penalized.

Table VII
Variable spells

Druid spells:

Animal friendship
Slow poison
Trip

Magic-user spells:

Mount, #67
Dismissal/Beckon, #68
Fabricate, #68
Enchant an item
Legend lore
Banishment, #68
Clone
Binding, #68

Illusionist spells:

Minor creation
Vision
Mirage arcane, #66

Reusable items

Most material spell components vanish upon use. A few, however, survive. Such reusable items are particularly desirable for spell casters.

The following table lists all such material spell components. In some cases, it is not clear from the spell description whether the item is meant to be reusable or not; in those cases, a "(?)" follows the item. In the absence of official rulings on these items, the DM should use discretion in making the items either reusable or expended.

Table VIII

Reusable material spell components

Cleric spells, various: holy symbol

Sanctuary: a small silver mirror

Augury: a set of gem-inlaid sticks or dragon bones

Locate object: a piece of lodestone (?)

Atonement: prayer beads, prayer wheel, or prayer book

Find the path: divination counters favored by the cleric (as for augury)

Control weather: prayer beads

Druid spells, various: mistletoe or holly

Shillelagh: an oaken club

Changestaff, #71: a staff of ash, oak, or yew wood made from the limb of a tree which had been struck by lightning within the past 24 hours.

Magic-user spells:

Read magic: a clear crystal or mineral prism (?)

Bind, #67: rope or ropelike object (?)

Clairaudience: a small silver horn of 100 gp value (?)

Lightning bolt: a bit of fur and an amber, crystal, or glass rod (?)

Detect illusion, #67: a piece of yellow-tinted glass, crystal, or mica (?)

Melf's Minute Meteors, #67: a small golden tube of 1000 gp cost

Magic mirror, #67: a silver mirror of 1000 gp cost

Leomund's Secret Chest: two custom-fabricated chests

Magic jar: a large gem or crystal (?)

Mordenkainen's Faithful Hound: a tiny silver whistle (?)

Project image: a small replica (doll) of the magic-user (?)

Contingency #68: an elephant ivory statuette of the magic-user (?)

Cacodemon: a brazier

Trap the soul: a very large and expensive gem (?)

Illusionist spell:

Hypnotic pattern: a crystal rod filled with phosphorescent material

Spell substitutions

Sometimes, material spell components can't be found. The Players Handbook, pg. 64, notes that "Substitute materials might be allowed. This is up to your Dungeon Master. It should be noted that such substitutions could affect spell range, duration, area of effect, effect, etc." If you decide to allow substitutions, their effectiveness should be judged on (a) effectiveness and (b) expense.

In the AD&D magic system, material spell components tend to either follow the Laws of Magic or are puns or modern-day references. Good material spell component substitutions should have the same characteristics.

The Laws of Magic require that the method of the spell be an analog to reality in some way. The Law of Similarity, for example, states that events resemble causes, which is the principle behind pouring water on the ground as part of a rain dance. The Law of Contagion, which states that things once in contact continue to interact from a distance after separation, is the principle behind a voodoo doll.

Examples of modern-day references and puns in the AD&D magic system include the brass knuckles in *Bigby's Clenched Fist* (the glove itself is an example of the Law of Similarity), or the tin-can telephone in *sending* (issue #68), which implies the Law of Contagion.

Higher-level spells generally have more expensive material spell components than lower-level spells. The addition of high-cost components may increase spell effectiveness, at the discretion of the DM. This should not exceed the addition of one level to the spell caster's level for casting effectiveness for each doubling of the cost of material spell components.

Of course, poorly chosen or cheap material spell components will substantially lower spell effectiveness, or possibly not work at all . . . but the spell caster may not know this in advance.

Selling material components

A party of adventurers that kills a black dragon, an umber hulk, a spectre, etc., might elect to take the blood, ichor, or essence back to civilization to sell to the local alchemist or magic shop. This is a good way for a resourceful party to make some extra money.

The price an alchemist or magic shop will offer will only be half the sale price as listed in Table V — if very large quantities are offered for sale, the offering price will plummet to as low as one-tenth. Of course, if the party has sold several gallons of black dragon blood to an alchemist, the level of rarity in that area of the campaign world should drop considerably.

Magic shops and some expedition outfitters might want to buy magic items, potions, and scrolls found by the party which are surplus to their needs. The price offered will run about one-half the sale price in the *Dungeon Masters Guide*. If a party member wants to buy an item back, he will, of course, be charged full price.

At the Dungeon Master's discretion, magic shops may have a few select enchanted items, scrolls, etc., for sale. These can either be generated randomly, using the tables on pp. 121-125 of the DMG, or selected by the DM. As always, the DM should not allow a randomly generated result to allow an item of too great power into the party's hands.

Using the system

Greycloak, a 5th level magic-user, is preparing for a several-week expedition to defeat the evil wizard Ashlock, who inhabits an old, evil dungeon in the mountains. Because he must travel light, he has obtained and prepared a travelling spell book (500 gp) with the spells *charm person*, *magic missile*, *sleep*, *stinking cloud*, *forget*, and *phantasmal force* (1000 gp to inscribe). Fortunately, *charm person*, *magic missile*, and *forget* have no material components.

Using the spell descriptions in the *Players Handbook* and the tables in this article, Greycloak makes the following list:

Sleep: a pinch of fine sand (Uncommon; 1 gp/oz.), rose petals (Common; 2 sp/ea.), or a live cricket (Uncommon; 1 gp/ea.)

Stinking cloud: a rotten egg (Uncommon; 1 cp/ea.) or several skunk cabbage leaves (Uncommon; 1 gp/cabbage).

Phantasmal force: a bit of fleece (Common; 1 gp/lb.)

Greycloak has paid 500 gp to the local magician's guild in dues to use the guild's private magic shop. In order to make sure he has ample supplies for the upcoming adventure, he wants to buy ten sets of ingredients for each spell.

The magic shop is located in a medium-sized town (-10%), and is run by a 3rd level magic-user (no adjustment). *Sleep* is a first-level spell, so the base chance to have the most rare item (Uncommon, -10%) is 80%. Greycloak rolls less than 80% ten times, and receives ten packets of fine sand and/or rose petals in a waterproof box, for which he pays 100 gp.

The next item on Greycloak's shopping list is the ingredients for *stinking cloud*, a second-level spell with Uncommon components. Again, there is an 80% chance that the components will be in stock, but this time Greycloak rolls an 85% on his fifth roll, meaning that he can only buy four sets of components here, for a price of 20 gp each, or 80 gp. "Make sure they're packaged tightly," Greycloak growls. "Last time the party made me stay twenty feet downwind!"

Because he still needs six rotten eggs (or skunk cabbage leaves), he decides to visit the local alchemist. He could, of course, visit a farm or a food dealer, but he wants to make sure that the ingredients are pre-packaged. There is a base 40% chance that the local alchemist will sell material spell components; the roll is successful. The chance of the items being in stock is 100% (base) -20% (alchemist) -10% (medium town) -10% (Uncommon component) = 60%. This time, Greycloak succeeds in making six rolls, and finishes his purchase for a price of 15 gp/level x 2 levels x 6 sets =

180 gp. He grumbles at paying the higher price, but likes the odor-proof containers.

The third item on his list, fleece for the *phantasmal force* spell, would cost 30 gp for each casting. "Outrageous, what these magic dealers get away with," Greycloak mutters. He visits the local fuller, which is 90% likely to sell fleece, a Common item. He buys a pound of fleece for 1 gp, and spends another gold piece to have his purchase wrapped.

Finally, all the preparation is complete. His horse has been groomed and fed by stableboys, his dagger sharpened, all his magic items carefully checked and ready for use. "Now for a good night's sleep," Greycloak says to himself, and yawns. "And on the morrow, the adventure begins!"

Conclusion

I hope this information will allow the more active use of material spell component rules in your campaign. Properly used, material spell components add to the romance and realism of magic use, and somewhat restrict the power of spell casters. They also provide an interesting method of siphoning off excess cash, and ways for a clever party to obtain extra gold pieces. And, by giving people a reason to visit more stores and shops in your favorite city or town, they will meet more non-player characters, hear more rumors, and become more involved in the day-to-day life of your world.



